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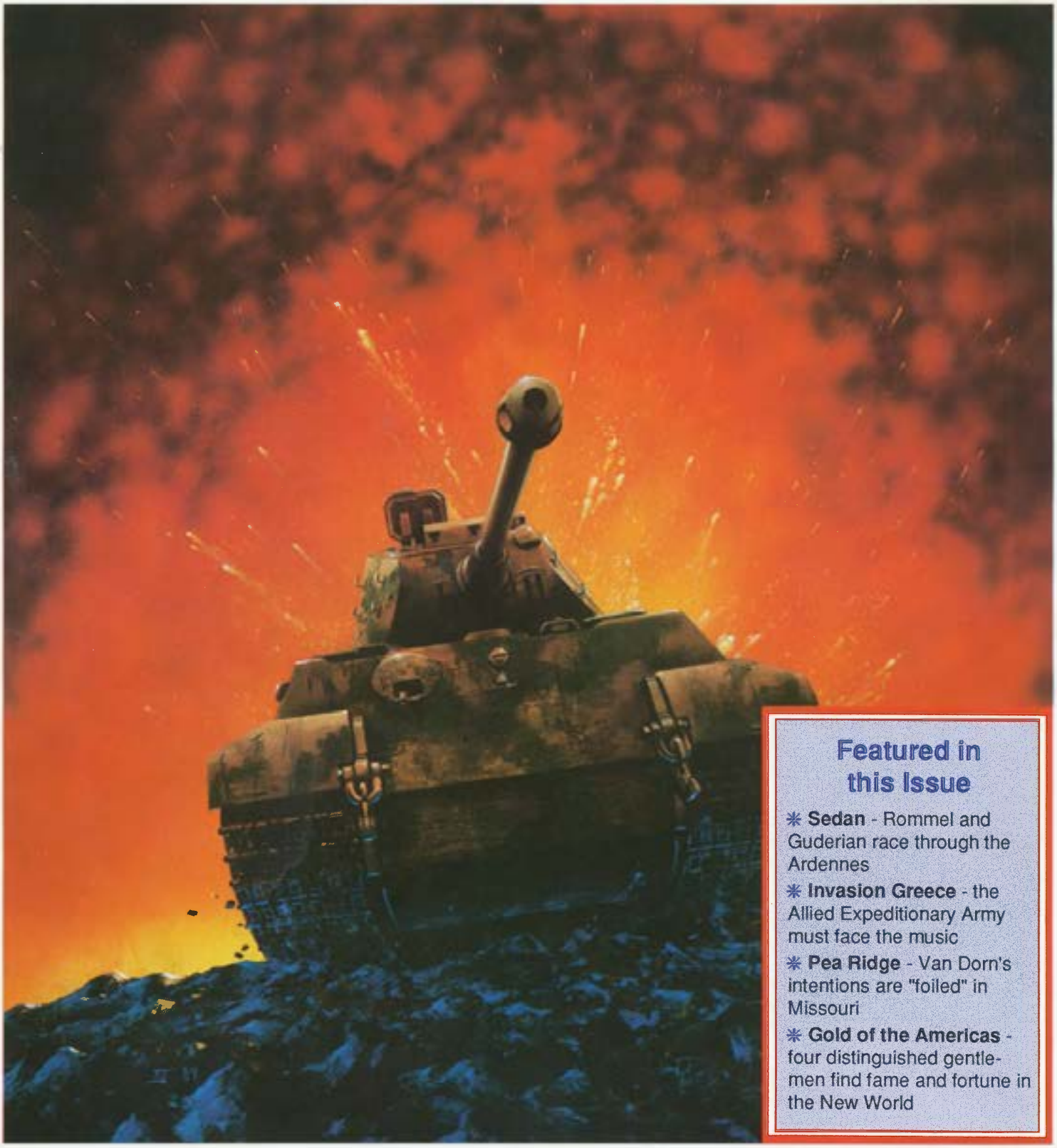
THE JOURNAL OF STRATEGIC STUDIES GROUP

Issue 14

AUST $4.00/US $4.00/UK £2.50



Featured in this Issue

- **Sedan** - Rommel and Guderian race through the Ardennes
- **Invasion Greece** - the Allied Expeditionary Army must face the music
- **Pea Ridge** - Van Dorn's intentions are "foiled" in Missouri
- **Gold of the Americas** - four distinguished gentlemen find fame and fortune in the New World

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Strategic Studies Group has long been renowned for producing great strategy games.
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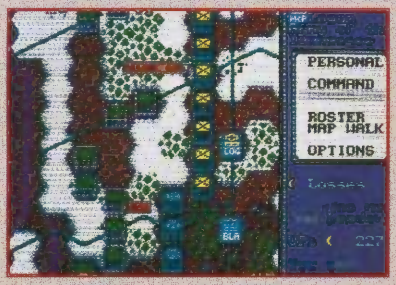

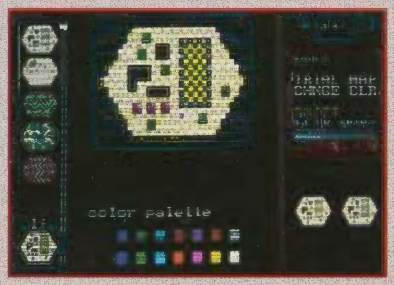

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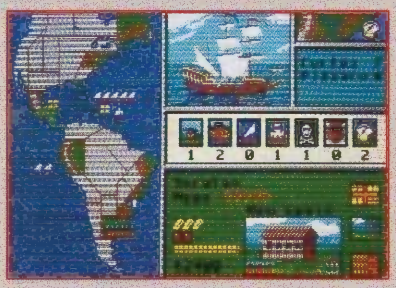

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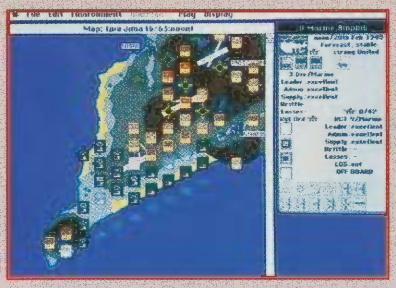

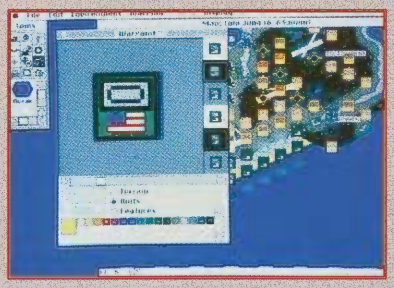

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Run 5 is published 4 times per year by Strategic Studies Group Pty Limited. All Rights Reserved. © SSG 1990.

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1747 Orleans Court, Walnut Creek, CA. 94598. Tel (415) 932-3019.

ISSN 0816-7125

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Applelink: Strategic Studies Group-AUST0161
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Disk Subscriptions

Disk subscriptions are now available for AII, C64, IBM and Macintosh users. The cost is the same for all formats. IBM users must tell us whether they prefer 3.5" or 5.25" format. If you don't specify a format, you will receive the 5.25" diskette. If you wish to switch disk subscriptions from one machine format to another, just let us know.

When we find the time, we intend to upgrade all the scenario disks from back issues into the new formats and allow new users to acquire them or current users to upgrade to them. We'll keep the cost as low as possible; it will depend on how much time it takes and how many scenarios we can fit onto a disk.

Ugrading to New Machines

We have received a large number of requests from our users to upgrade a particular title from one machine to another. In response to this demand, we have decided upon the following policy.

Any title from our range may be upgraded from one machine to another for a cost of $USD20 (North America) or $AUD25 (Elsewhere). You must send us the original program disk and the front page of the manual from that game. We will send you a complete copy of the new version of the game.

For example, if you wish to upgrade a C-64 version of *Halls of Montezuma* to the IBM/Tandy version, you should send us the original C-64 disk, the front page of the manual and the appropriate cheque, money order or MC/Visa number.

North American users must send their components and funds to our US Office. Everybody else must use our Australian Office. The addresses are on page 4.

EDITOR'S CHANCE

Next Issue

I keep hoping that the next issue won't take as long as this issue to publish but somehow it never seems to work out that way. Still, I live in hope... perhaps next time.

Issue 15 will contain a Battle of the Bulge scenario using the same map as used this issue for the Sedan scenario. We'll try and fit in the Battlefront OB data for Japan which missed out this issue as well as another of our popular (at least for the contenders) game replay articles. Macintosh users will get an article describing the finer points of WarPaint™ on their machine.

The most interesting feature, however, will be the Battle of Koniggratz scenario from the Austro-Prussian War of 1866 using the Decisive Battles system. It will be interesting to contrast the differences between European and American Civil War armies. Time and space permitting, there may also be a hypothetical scenario pitting a typical Prussian army of the period against the Army of the Potomac. We'll toss a coin to see who has home-field advantage!

Just Released

Since the publication of Issue 14, we have released a whole swag of games. These were *Panzer Battles* (AII, C64, and IBM), *Gold of the Americas* (IBM

An Important Note for Mac Subscribers

The Decisive Battles game system is still in development for the Macintosh and planned for release in May.

Therefore, Mac subscribers will receive only the Sedan and Invasion Greece on the Issue 14 scenario disk. To compensate, the Pea Ridge scenario will appear on the Issue 15 subscription disk.

and AMIGA), *Decisive Battles Vol III* (IBM) and *Halls of Montezuma* (MAC).

About To Be Released

We have a large range of titles due for publication between now and June.

March - *Panzer Battles* (MAC), *Halls of Montezuma* (IIGS).

April - *Gold of the Americas* (ATARI ST), *Decisive Battles Vol I* (IBM), *Fire King* (IBM).

May - *Gold of the Americas* (MAC), *Halls of Montezuma* (AMIGA), *Decisive Battles Vol II* (MAC).

June - *Overlord* (IBM), *Gold of the Americas* (IIGS).

At Last - Atari!

Gold of the Americas will be released on the Atari ST in April. We hope it won't be the last game we do for this machine.

Barbarossa

Astute readers will have noticed there was no mention of *Russia* for the IBM, a game scheduled for release last December. Well, *Russia* is no more! Roger and I have done so much work on the original *Russia* game system that it is barely recognizable in its current form.

In June we expect to publish *Overlord*, a strategic level study of the re-conquest of Western Europe by the Allies in World War II. The map covers all of Western Europe from Warsaw to Bordeaux. The game begins with the Allied invasion of Sicily and Italy and continues in weekly turns through the D-Day landings in Northern France to the eventual appearance of the Russian armies in the east and the end of the Third Reich.

A revolutionary invasion planning module allows the Allied player to select the timing and size of his invasions. Players will be allowed to exercise detailed control over the movement and organization of their corps and armies (although you'll ignore the computer's advice at your peril).

In addition to using our WarRoom™ intelligence system, there will also be a similar mechanism to introduce a system of event cards. Special events (such as an attempted - or successful - plot to assassinate Hitler) can occur at any time. All armies and theatres have leaders assigned to them and you must allocate them with only their reputation to guide you.

You may well ask what's all this got to do with *Russia*? As soon as *Overlord* is published, we'll use the same (or very nearly) system to produce *Barbarossa* which will be everything I've ever wanted in an east front war-game!

Macintosh, Amiga, IIGS and Atari ST versions will follow the release of the IBM version as soon as we can do them.

Guerilla Action

(A Note From the Front
by Gregor Whiley)

There is a marketing buzz-word doing the rounds at the moment called "guerilla marketing". This is actually a fair description of what small companies like SSG have to do to get some exposure in a crowded marketplace. Its antithesis, as practised by big companies, is "gorilla" marketing. This is where you own the marketplace and can just sit on people until they give in and buy.

With this issue, we'd like to give our disk subscribers a chance to engage in a little guerilla action of their own. IBM and Mac disk subscribers will be receiving an extra disk with their magazines containing various game demos. Exact details will be included in a readme file on the disk. There are two things that you can do with disk.

1. Format it, and get a free disk compliments of the SSG marketing department.

2. Spread it around. Send it to your local user group or BBS, or give it to someone who you think may be interested in our games. The disk or its files may be copied as many times as you like.

Obviously, we'd like you to choose Option Two. If you all choose Option One then I (as the sole representative of the SSG Marketing Dept.) will probably be assigned to a year's extra factory duty as a punishment. Now some of you readers may well have been waiting years to get back at some marketing types, but I'm not your man. I have 2.5

Continued on p. 36

CURRENT VERSION NUMBERS FOR ALL SSG GAMES

Reach for the Stars
All (3.01), C64 (3.01), MAC (3.1), IBM (3.0), IIGS (3.1), AMIGA (3.1)

Carriers at War
All (1.1), C64 (1.1)

Europe Ablaze
All (1.0), C64 (1.0)

Battlefront
All (1.0), C64 (1.0)

Russia
All (1.0), C64 (1.0)

Battles in Normandy
All (1.0), C64 (1.0)

Halls of Montezuma
All (1.0), C64 (1.0), MAC (1.2), IBM (3.2*)

Decisive Battles of the American Civil War (Vol I)
All (1.0), C64 (1.0)

Rommel
All (1.0), C64 (1.0), IBM (3.2*)

Decisive Battles of the American Civil War (Vol II)
All (1.0), C64 (1.0), IBM (2.2**)

MacArthur's War
All (1.0), C64 (1.0)

Decisive Battles of the American Civil War (Vol III)
All (1.0), C64 (1.0), IBM (2.2*)

Fire King
C64 (1.0)

Gold of the Americas
IBM (1.01), AMIGA (1.0), Atari ST (1.0)

Panzer Battles
All (1.0), C64 (1.0), MAC (1.2), IBM (3.2*)

Notes

* The difference between the .2 and .1 versions is the addition of the + and - key functions which allow you to vary the speed of the unit animation with "Full Map" graphics. This is especially useful with fast 386 machines.

** As above except that this upgrade will not be available until the end of April.

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4 or more Disks = $AUD 10.00 ea.
Plus $AUD2.00 surface shipping (max.) or $AUD4.50 air shipping (max.)

REACH FOR THE STARS
UPGRADE
At last. ***Reach for the Stars*** (3rd Ed.) is completed. If you own a second edition copy of the game, you can upgrade it to third edition **(Apple II or C64 version)**. Issue 8 contains a strategy article on the new RFTS. You must enclose the front page of the second edition rulebook and the original disk to be eligible for the upgrade.

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Reach For The Stars, Halls of Montezuma, Decisive Battles of the American Civil War (Vol 1-3), Rommel, MacArthur's War

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INVASION GREECE

Operation Marita

April 6th - 16th, 1941

A Scenario for the Battlefront Game System

by Ian Trout

The Italian invasion of Greece on October 28th, 1940 was intended to emulate the German blitzkrieg and was planned as a rapid campaign which would leave Italy master of the Balkans and the Aegean. The attack into Greece from Albania was a disaster and the Greeks counter-attacked and pushed the Italians back to form a front about 20-30 miles inside the Albanian frontier.

Hitler began planning an invasion of Greece, partly to support his ally, but more importantly to secure his southern flank and the Rumanian oil-fields prior to his planned invasion of Russia. The attack was planned for March, 1941.

Greek defensive planning was complicated by the Yugoslavian question. If Yugoslavia decided to join the Allies, it was necessary to keep the northern Greek port of Salonika open to help supply her armies. If, however, she joined with Germany then the defensive line could be further back and much shorter.

Yugoslav politics has always been volatile. On 24th March the government signed an agreement with Germany. Two days later, a coup installed a primarily Serbian party and the agreement was repudiated.

The defensive lines when the Germans attacked on 6th April were therefore twofold. The Greek Eastern Macedonian Army was thinly spread along the Bulgarian border between Lake Dorian and the coast. The main defensive line, with both Greek and Commonwealth troops, ran between Mount Vernion and Mount Olympos.

This latter position had the problem that, if Yugoslavia fell, the left flank was hanging and the Germans could push through the Monastir gap and get behind it. Contingency plans were made to withdraw to a second line on the Aliakmon River.

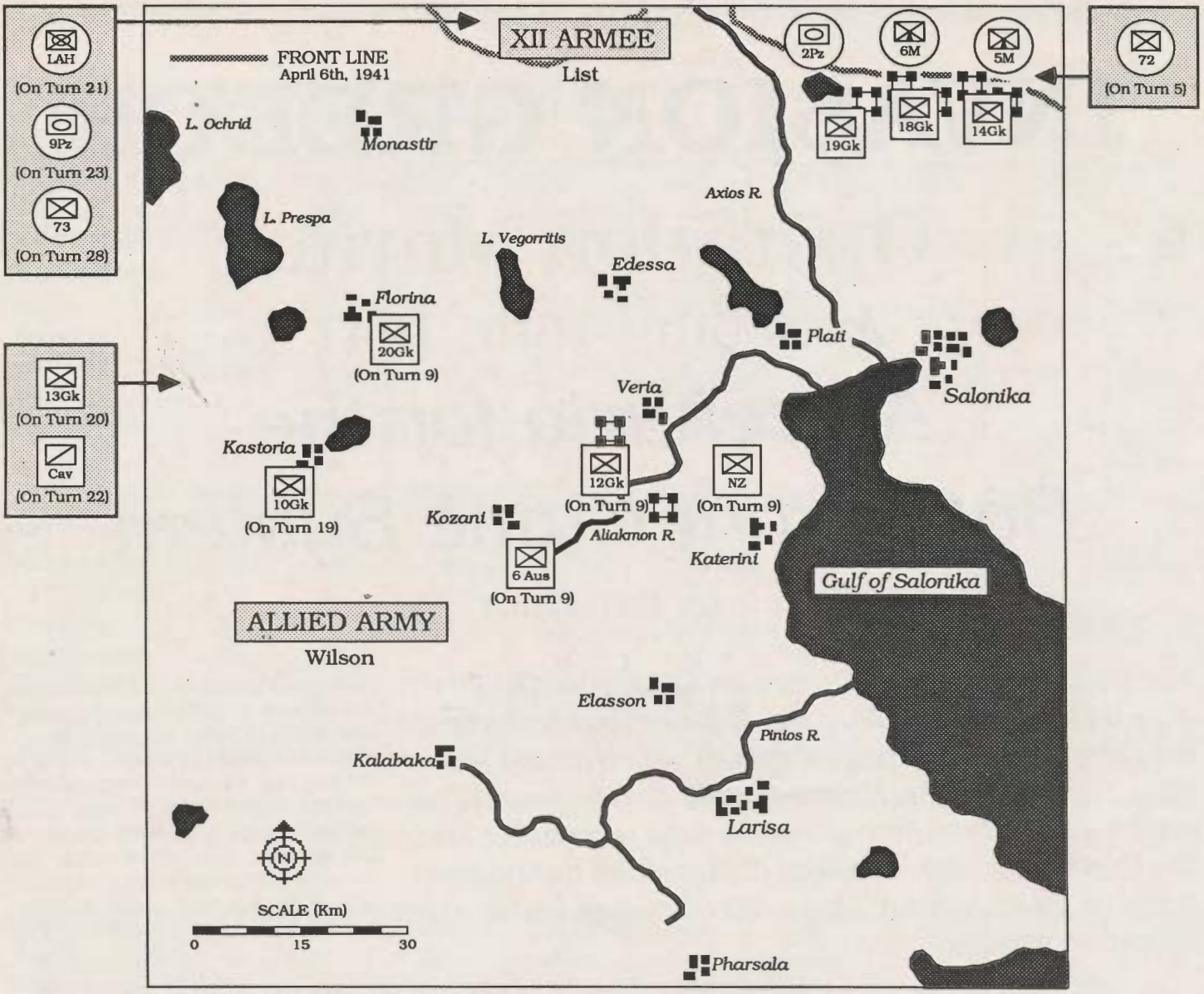
Initial German progress in Thrace and Macedonia was slow due to the very stubborn resistance put up by the Greek frontier forts. Other news was less good for the defenders. On the night of the 6th-7th, a German bomber attack on Piraeus hit the Clan Fraser, loaded with TNT. The resulting explosion wrecked large quantities of supplies and closed the port for two days. On the 7th, information was received that, as feared, German armour was racing through Yugoslavia, headed for the Monastir Gap. On the 8th, they broke through and it became necessary to pull the line back to the Aliakmon River.

A NOTE FOR MACINTOSH USERS

This is the first time we have provided subscription disks for Macintosh users. Both colour and black & white scenarios are provided and are accessed in the same way as the scenarios which come with the game.

A NOTE FOR IBM USERS

IBM disk subscribers will note that we provided a free upgrade for *Halls of Montezuma* with this issue. Other IBM users can get the upgrade for $10.00 plus $2.50 postage and handling. We do not recommend that you use the original HOM master disk with this scenario.



Invasion Greece Situation Map

On April 9th, the Eastern Macedonian Army surrendered. In three days of fighting, against superior German forces, it had yielded very little ground, but it was now cut off. The Germans congratulated the Greek commander on putting up such a good show. It was the first tough fight of the war.

Meanwhile, on the main front, the forward elements were doing their best to slow down the German advance, fighting rearguard actions, mining roads and blowing bridges, before giving way as the German XL Pz Corps pushed its way down the Florina Valley. Problems of communication with the Greek troops made co-ordination difficult, hindering operations.

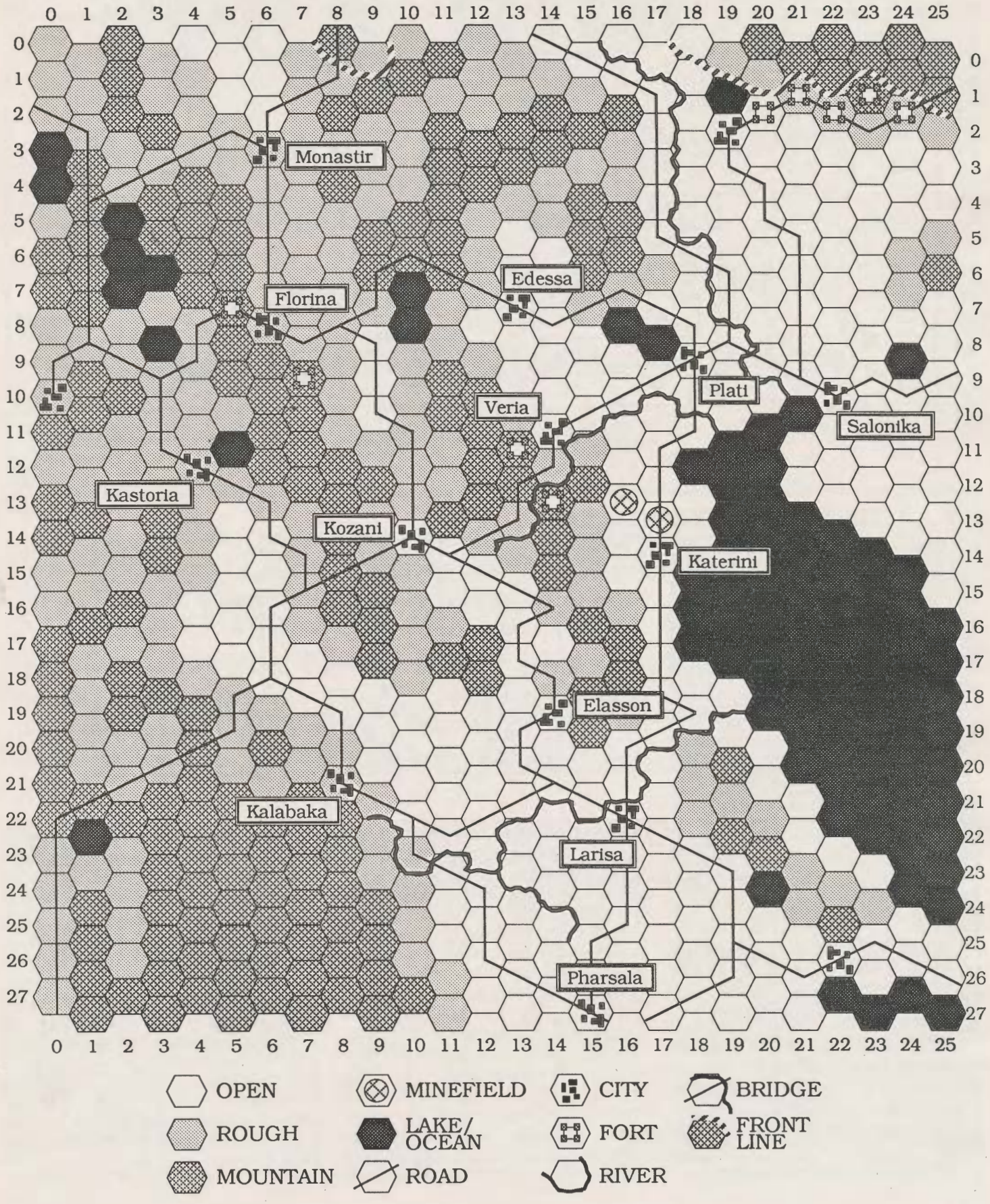
Australian troops crossing the Aliakmon River

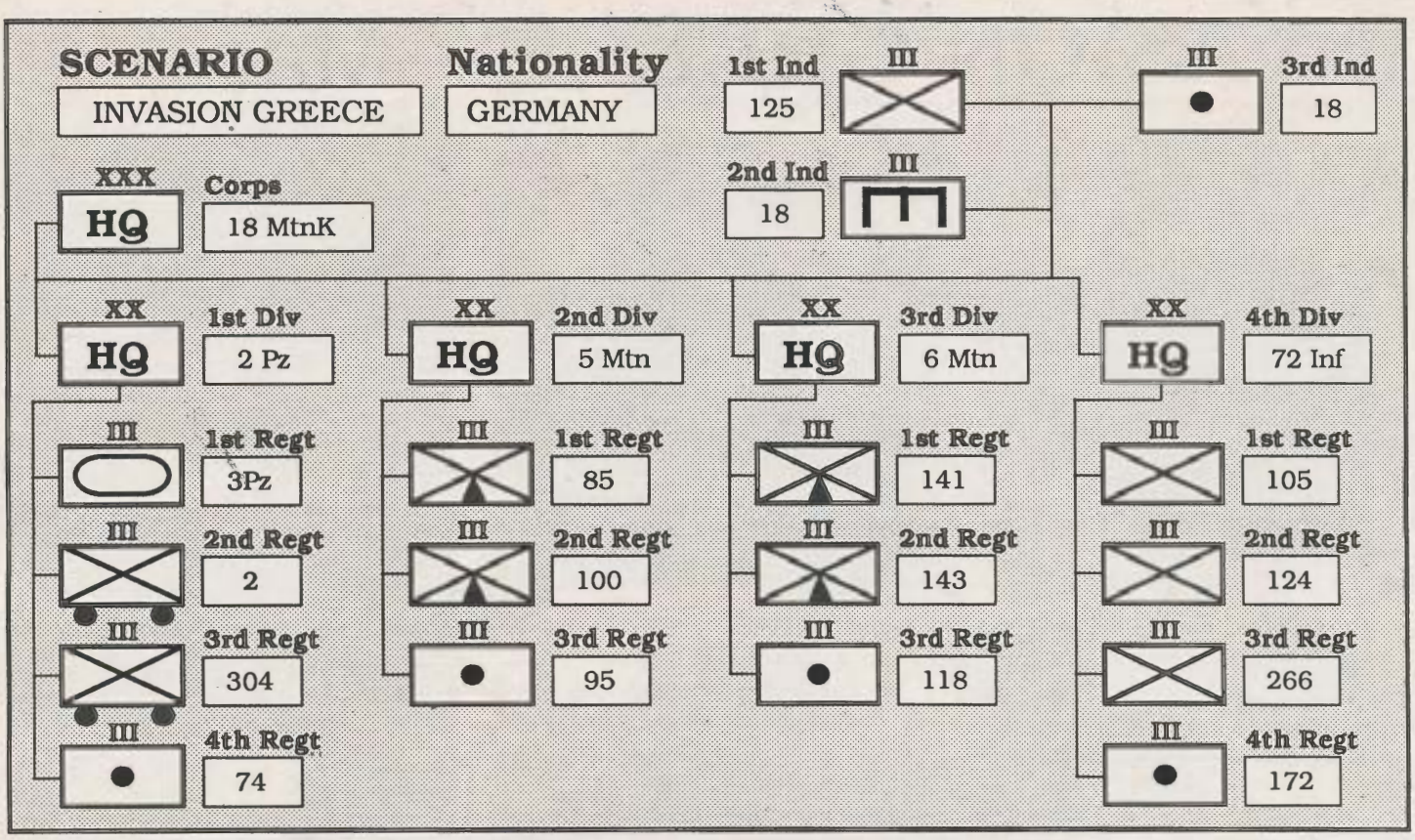
By April 12th, the withdrawal to the Aliakmon line was more or less complete but heavy German air activity, with increasing use of dive-bombers made it doubtful that the line could be held for long.

The Greek army in the west had ended up in a

Continued on p. 15

INVASION GREECE - Map



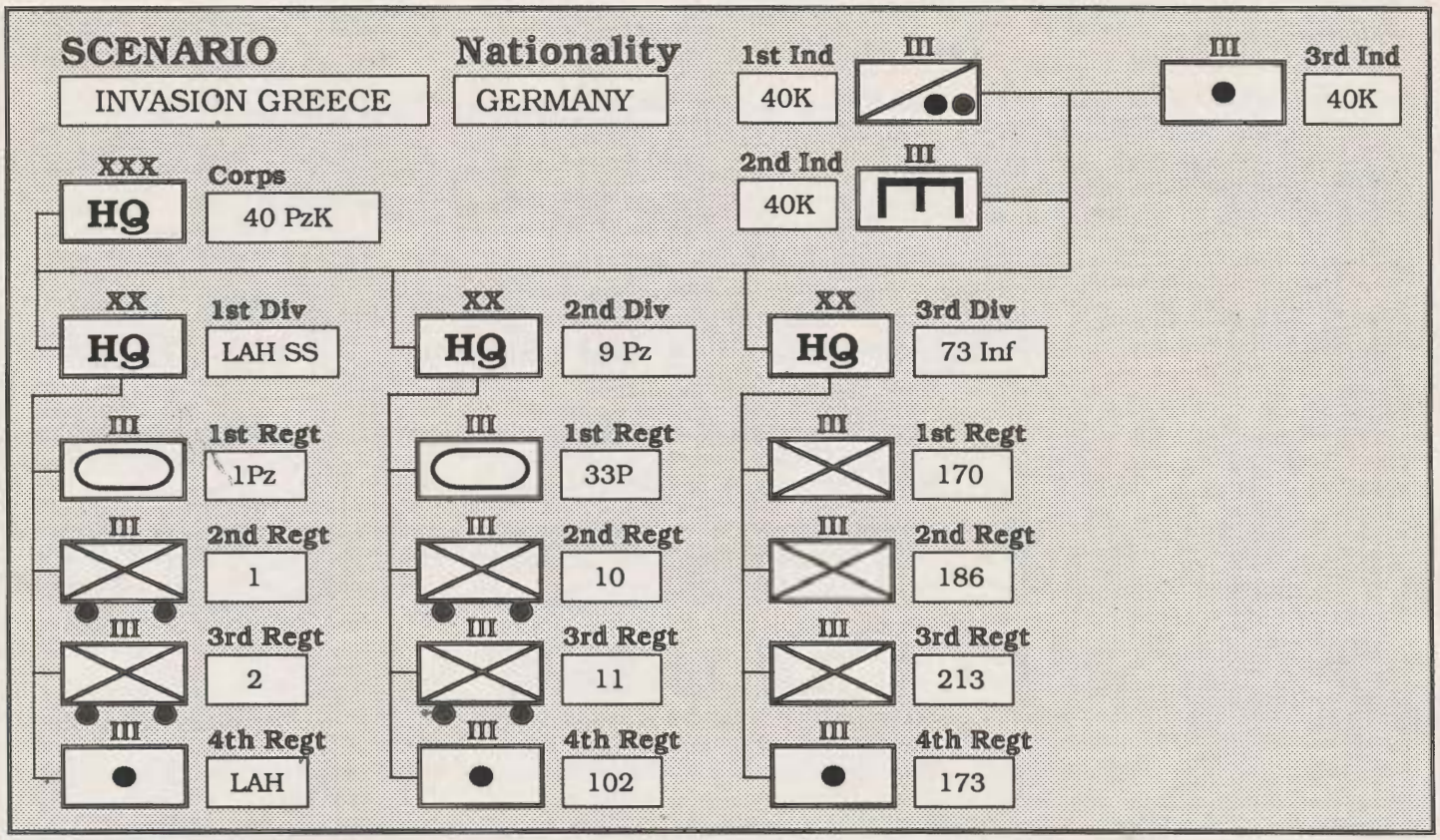


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	18 MtnK	2 Pz	5 Mtn	6 Mtn	72 Inf
UNIT TYPE	[8]	Mixed	Panzer	Mountain	Mountain	Infantry
HQ ADMIN	0-7	6	6	6	6	5
LEADERSHIP	0-7	6	5	7	5	3
HQ SUPPLY	0-7	4	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	3	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	25,0	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	3Pz	2	304	74	85	100	95		141	143	118		105	124	266	172	125	18K	18K	
LOCATION	(x,y)	19,0	19,0	19,0	19,0	24,1	23,0	24,0		21,0	22,1	22,0		25,1	25,1	25,1	25,1	25,1	20,1	25,1	
CLASS	0-13	11	1	1	13	0	0	13		0	0	13		0	0	0	13	0	7	13	
MODE	0-3	0	0	0	0	0	0	0		0	0	0		0	0	0	0	0	0	0	
EQUIPM'T	0-31	2	1	1	4	3	3	6		3	3	6		3	3	3	4	3	7	5	
MOVEMENT	0-31	10	10	10	8	7	7	3		7	7	3		5	5	5	8	5	6	2	
ARRIVAL	0-99	2	0	2	3	0	0	0		0	0	0		5	5	5	6	9	0	9	
MAX STREN.	0-15	9	12	12	6	12	12	3		12	12	3		15	15	15	6	15	9	9	
INIT. STREN.	0-15	9	12	12	6	12	12	3		12	12	3		15	15	15	6	15	9	9	
RATING	0-15	11	10	10	10	9	9	6		9	9	6		10	10	10	11	10	12	14	
RANGE	0-15	1	0	0	6	0	0	4		0	0	4		0	0	1	7	0	0	9	
FATIGUE	0-7	7	7	7	7	7	7	7		7	7	7		7	7	7	7	7	7	7	
EXPERIENCE	0-7	6	6	6	6	6	6	6		5	5	5		4	4	4	4	5	6	5	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A	N/A	2	3	2	

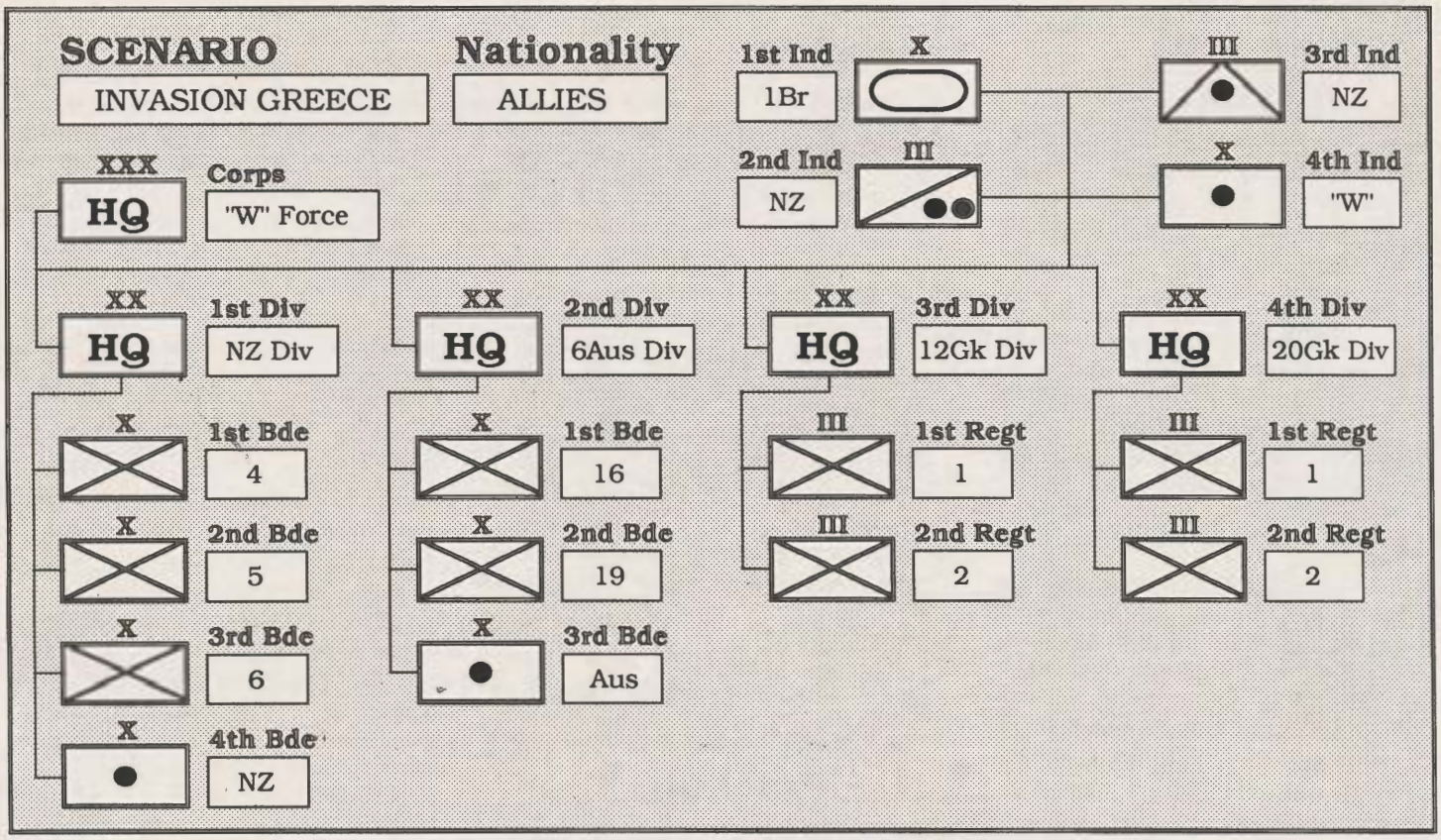


HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	40 PzK	LAH SS	9 Pz	73 Inf	
UNIT TYPE	[8]	Mixed	Motoriz'	Panzer	Infantry	
HQ ADMIN	0-7	6	5	5	6	
LEADERSHIP	0-7	6	5	5	7	
HQ SUPPLY	0-7	3	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	3	N/A	N/A	N/A	
ARRIVAL	0-99	21	N/A	N/A	N/A	
LOCATION	(x,y)	9,0	N/A	N/A	N/A	

BATTALION DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1Pz	1	2	LAH	33P	10	11	102	170	186	213	173					40K	40K	40K	
LOCATION	(x,y)	8,0	8,0	8,0	8,0	8,0	8,0	8,0	8,0	8,0	8,0	8,0	8,0					8,0	8,0	8,0	
CLASS	0-13	11	1	1	13	11	1	1	13	0	0	0	13					6	7	13	
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0					0	0	0	
EQUIPM'T	0-31	2	1	1	4	2	1	1	4	3	3	3	4					8	7	5	
MOVEMENT	0-31	10	10	10	8	10	10	10	8	5	5	5	8					12	6	2	
ARRIVAL	0-99	21	21	21	22	23	23	23	23	28	28	28	28					21	21	24	
MAX STREN.	0-15	4	12	12	6	9	12	12	6	15	15	15	6					4	9	9	
INIT. STREN.	0-15	4	11	11	5	9	12	11	6	13	13	12	5					4	9	9	
RATING	0-15	9	10	10	10	11	10	10	10	10	10	10	11					5	12	14	
RANGE	0-15	0	0	0	6	1	0	0	6	0	0	1	7					0	0	9	
FATIGUE	0-7	5	5	5	5	6	6	6	6	5	5	5	5					6	7	7	
EXPERIENCE	0-7	5	5	5	5	5	5	5	5	6	6	6	6					6	5	5	
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					1	1	1	



HEADQUARTERS DATA

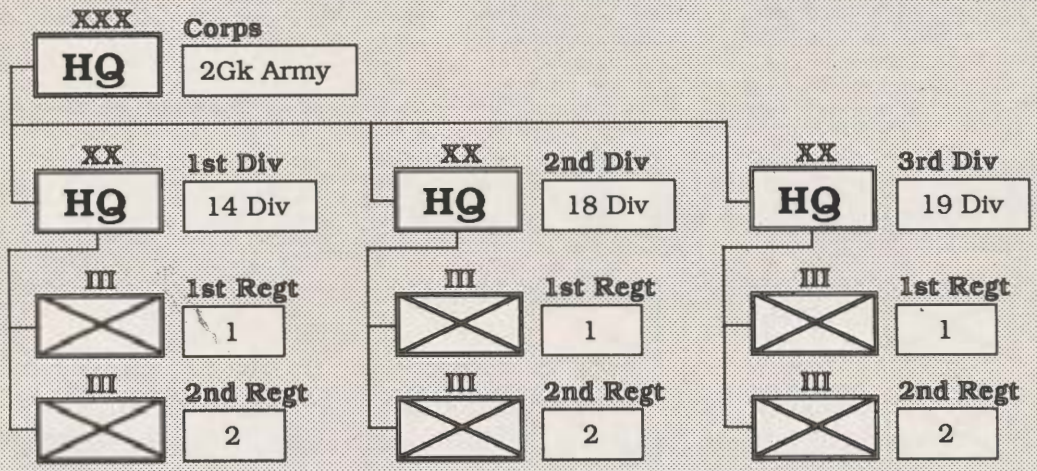
FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	"W" Force	NZ Div	6Aus Div	12Gk Div	20Gk Div
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	Infantry
HQ ADMIN	0-7	3	5	4	3	3
LEADERSHIP	0-7	4	5	4	5	2
HQ SUPPLY	0-7	5	7	6	5	5
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	9	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	14,19	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	4	5	6	NZ	16	19	Aus		1	2'			1	2			1Br	NZ	NZ	"W"
LOCATION	(x,y)	17,13	16,15	17,11	17,14	13,15	13,17	14,18		13,11	14,13			11,9	11,6			13,7	17,9	16,21	16,22
CLASS	0-13	0	0	0	13	0	0	13		0	0			0	0			11	6	9	13
MODE	0-3	0	0	0	0	0	0	0		0	0			0	0			0	0	0	0
EQUIPM'T	0-31	3	3	3	4	3	3	4		3	3			3	3			9	8	10	5
MOVEMENT	0-31	4	4	4	2	4	4	2		3	3			3	3			10	10	8	8
ARRIVAL	0-99	9	9	9	9	9	9	9		9	9			9	9			9	7	12	14
MAX STREN.	0-15	15	15	15	6	15	12	9		6	5			7	5			9	9	6	9
INIT. STREN.	0-15	15	15	15	6	15	12	9		6	5			7	5			9	9	6	9
RATING	0-15	9	9	9	10	9	9	10		7	7			7	7			6	5	5	11
RANGE	0-15	0	0	1	6	0	0	6		0	0			0	0			0	0	0	8
FATIGUE	0-7	7	7	7	7	7	7	7		7	7			7	7			7	7	7	7
EXPERIENCE	0-7	5	5	5	5	4	4	4		4	4			4	4			5	5	5	4
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A	N/A			N/A	N/A			1	1	1	1

SCENARIO INVASION GREECE

Nationality ALLIES



HEADQUARTERS DATA

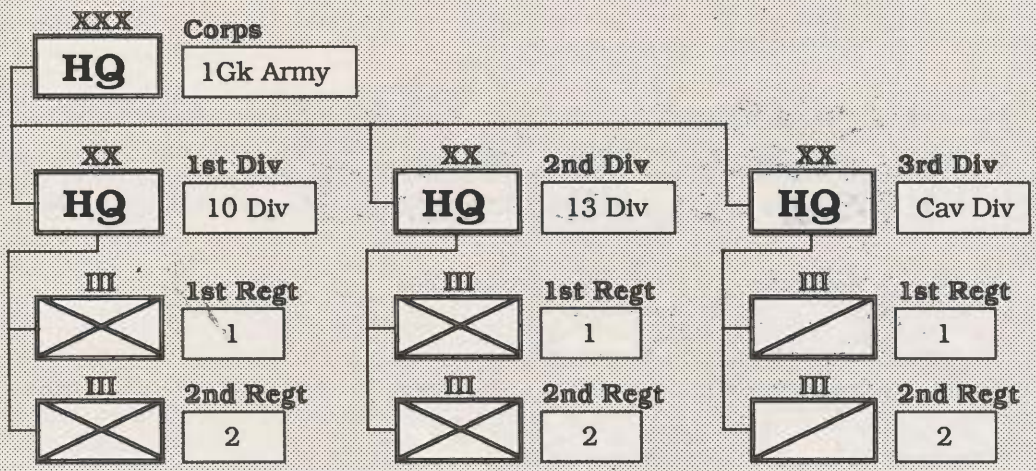
FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	2Gk Army	14 Div	18 Div	19 Div	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	4	4	4	3	
LEADERSHIP	0-7	6	6	3	4	
HQ SUPPLY	0-7	3	5	5	5	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	0	N/A	N/A	N/A	
ARRIVAL	0-99	0	N/A	N/A	N/A	
LOCATION	(x,y)	22,10	N/A	N/A	N/A	

BATTALION DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2			1	2			1	2										
LOCATION	(x,y)	23,1	24,2			22,2	21,1			19,3	20,2										
CLASS	0-13	0	0			0	0			0	0										
MODE	0-3	0	0			0	0			0	0										
EQUIPM'T	0-31	3	3			3	3			3	3										
MOVEMENT	0-31	3	3			3	3			3	3										
ARRIVAL	0-99	0	0			0	0			0	0										
MAX STREN.	0-15	6	6			6	6			6	6										
INIT. STREN.	0-15	6	6			6	6			6	6										
RATING	0-15	7	7			7	7			7	7										
RANGE	0-15	0	0			0	0			0	0										
FATIGUE	0-7	7	7			7	7			7	7										
EXPERIENCE	0-7	4	4			4	4			3	3										
ATTACHM'T	0-4	N/A	N/A			N/A	N/A			N/A	N/A										

SCENARIO INVASION GREECE

Nationality ALLIES



HEADQUARTERS DATA

FORMATION	HQ	XXX HQ	1/DIV	2/DIV	3/DIV	4/DIV
HQ I.D.	[8]	1Gk Army	10 Div	13 Div	Cav Div	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Cavalry	
HQ ADMIN	0-7	5	4	4	3	
LEADERSHIP	0-7	5	4	5	4	
HQ SUPPLY	0-7	2	4	4	5	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	2	N/A	N/A	N/A	
ARRIVAL	0-99	19	N/A	N/A	N/A	
LOCATION	(x,y)	3,12	N/A	N/A	N/A	

BATTALION DATA

FORMATION	III/XX	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1	2			1	2			1	2										
LOCATION	(x,y)	4,12	4,12			0,10	0,10			0,10	0,10										
CLASS	0-13	0	0			0	0			5	5										
MODE	0-3	0	0			0	0			0	0										
EQUIPM'T	0-31	3	3			3	3			11	11										
MOVEMENT	0-31	3	3			3	3			6	6										
ARRIVAL	0-99	19	19			20	20			22	22										
MAX STREN.	0-15	6	6			6	6			5	5										
INIT. STREN.	0-15	6	6			6	6			5	5										
RATING	0-15	7	7			7	7			5	5										
RANGE	0-15	0	0			0	0			0	0										
FATIGUE	0-7	5	5			5	5			6	6										
EXPERIENCE	0-7	4	4			4	4			4	4										
ATTACHM'T	0-4	N/A	N/A			N/A	N/A			N/A	N/A										

INVASION GREECE - Briefing

AXIS	ALLIED
SIDE [16]: GERMANY	SIDE [16]: ALLIES
CORPS [16]: XII Armee	CORPS [16]: Allied Army
COMMANDER [16]: General List	COMMANDER [16]: General Wilson

DAY	NIGHT	SUPPORT	DAY	NIGHT
35	5	QUANTITY (0-99)	15	5
3	2	RELIABILITY (0-3)	1	2
10	10	RATING (0-15)	6	10

AIR SUPERIORITY (0-7)

STATUS = 1
RELIABILITY = 5

STRONG AXIS LIKELY

SCENARIO [16]: Invasion Greece

BRIEFING [26]: Operation Marita, April 6th-16th, 1941

(0-3)	START =	0	am 6th APR 1941
(1-31)	DATE =	6	
(1-12)	MONTH =	4	
(0-99)	YEAR =	41	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	11	
(0-3)	WEATHER =	2	LIGHT OVERCAST
(0-7)	FORECAST =	4	STABLE
(0-7)	CLIMATE =	0	EUROPEAN
(0-31)	MECH MIN =	8	

BRITTLENESS

(0-9) AXIS = 00 %
(0-9) ALLIED = 00 %

NIGHT CAPABLE

(0-1) AXIS = 1
(0-1) ALLIED = 0

INVASION GREECE - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Lake/Ocean	-	-	-	-	-
T1	Open	2	1	7	7	7
T2	Rough	5	2	5	6	6
T3	Mountain	10	4	1	3	4
T4	-	-	-	-	-	-
T5	-	-	-	-	-	-
T6	-	-	-	-	-	-
T7	-	-	-	-	-	-
T8	-	-	-	-	-	-
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	3	3	4
-	CITY	N.A.	N.A.	4	4	5
-	BRIDGE	3	2	4	7	5
-	RIVER	N.A.	4	3	7	4

GREECE - Objectives & Misc. Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	Kastoria	4,12	2	0	1	43	2	5
2(AX)	Florina	6,8	2	0	1	43	1	5
3(AX)	Kalabaka	8,21	2	0	1	43	4	10
4(AX)	Kozani	10,14	1	0	1	43	2	5
5(AX)	Edessa	13,7	1	0	1	43	1	5
6(AX)	Veria	14,11	1	0	1	43	1	5
7(AX)	Elasson	14,19	1	0	1	43	5	10
8(AX)	Pharsala	15,27	1	0	1	43	10	50
9(AX)	Larissa	16,22	1	0	1	43	10	25
10(AX)	Katerini	17,14	1	0	1	43	2	5
11(AX)	Plati	18,9	1	0	1	43	1	5
12(AX)	Salonika	22,10	1	0	1	43	1	5
1(AL)	Kastoria	4,12	1	0	1	43	2	25
2(AL)	Monastir	6,3	0	0	1	43	5	50
3(AL)	Florina	6,8	0	0	1	43	2	50
4(AL)	Kalabaka	8,21	1	0	1	43	1	25
5(AL)	Kozani	10,14	1	0	1	43	2	25
6(AL)	Edessa	13,7	0	0	1	43	2	50
7(AL)	Veria	14,11	1	0	1	43	2	50
8(AL)	Elasson	14,19	1	0	1	43	1	25
9(AL)	Larisa	16,22	1	1	21	43	5	50
10(AL)	Katerini	17,14	1	1	1	22	5	50
11(AL)	Plati	18,9	0	0	1	43	5	50
12(AL)	Salonika	22,10	0	0	1	43	5	50

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	0 2	4th Hex =	3 4
2nd Hex =	1 3	5th Hex =	3 4
3rd Hex =	2 4	6th Hex =	3 4

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	8	3
ALLIED	3	1

MAP SIZE

ACROSS (0-2)	1
DOWN (0-3)	3

Equipment

0	
1	Lorry
2	Mxd Pz
3	Leg
4	Fld Art
5	Med Art
6	Lt Art
7	Assault
8	Armd Car
9	Mxd Tank
10	Mxd AT
11	Horse

Continued from p. 6

large salient and on 13th the Greek commander, General Papagos, ordered his men to pull back to a new line along the Venetikos River. This would involve some Greek units in a march of over 100 miles, meaning that the passes would have to be held for several more days.

The Commonwealth commanders were by this stage losing faith in a Greek army deteriorating into increasing disarray by continued retreats and, on April 15th, orders were given for a withdrawal to the Thermopylae line - a drastic action which effectively conceded all Greece north of Athens and Lamia.

On April 16th, the withdrawal was critically threatened as part of the German 2nd Panzer Division began forcing its way around the east side of Mount Olympos, outflanking the Commonwealth (mainly Australian and New Zealand) troops. They were held for a while in the Tempe Gorge but the Allied position was falling apart with German penetrations at Grevena and Servia.

The Thermopylae line was held briefly and could probably have been held a while longer but the orders for embarkation were given and by the end of the month, all surviving Commonwealth forces had evacuated the country, leaving it to join the growing list of European countries under Axis control. After 19 months of war, the score-card read Germany 7, Britain 0.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the *Battlefront Game System* manuals.

Note that if you are building up the scenario from an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are noted where applicable. Furthermore, there is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics. There is also a guide to using IBM "Full Map" graphics elsewhere in this issue.

Macintosh users should follow the instructions in their manual. Note there will be an article in Issue 15 describing the use of WarPaint™ on the Mac.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build the Invasion Greece scenario.

The *WarPlan*™ menus are displayed on the back of the game menus card. Refer to this when necessary.

If possible, we recommend you prepare this scenario with any of the *Halls of Montezuma*, *Rommel* or *MacArthur's War* master disks. If you are using the earlier *Battlefront* or *Battles in Normandy* master disks then a few variables will have to be omitted. These are noted in the text. Note that these restrictions apply only to Apple II and C-64 users.

Corps Details [5.31]. Enter the data from the Briefing table.

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data from the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW master disk, or any IBM/Macintosh master disk you can use *WarPaint*™ to create the customised terrain icons of your choice.

The hapless Commonwealth commanders - Blamey, Wilson and Freyberg

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Miscellaneous Factors table and the appropriate part of the Terrain effects Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as indicated by the Front Line marking on the map.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. The Germans and Allies each have three divisions. Enter the data from the OB charts into the appropriate locations.

Objectives [5.23]. Enter the data from the Objectives table. Note there has been an additional variable introduced into the Objective data base in *Rommel* (IBM), *Panzer Battles* (AII/C64) and *Halls of Montezuma* (Mac) and all subsequent releases. Objectives which have a division assigned to them may be designated as defensive objectives. Only the specified division will be affected by this condition and it operates only while the objective is under friendly control. A regiment from the specified division will be despatched to the objective and will defend it as long as the time reference applies.

Minor Combat Effects (All IBM and Panzer Battles AII/C64) [5.33]. The Fort Enhancement values are 2. The City Enhancement values are 0. The General Enhancement values are 5. Users can experiment with play balance by increasing the enhancement values to toughen a side or decreasing them to weaken a side.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics, or using the first edition of *Halls of Montezuma*, can create the scenario using the advice given above.

IBM users with EGA or VGA cards and the *Rommel* (or subsequent) master disk have access to our "full-map" graphic routines. When creating the map or the unit icons, you must first disable the "full-map" graphics. To do this, run the program as rom f which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" *WarPaint*™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

Fore more information, read the article in this issue on the use of "Full Map" graphics.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The *Battlefront System* program reads the size of the .lbm file on loading and adjusts the *WarPaint*™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

PLAYER'S NOTES

Germany. The scenario begins with most of the German XVIII Mountain Korps deployed on the Bulgarian/Greek border. Your other formation, the XL Panzer Korps, does not arrive until half-way through the game. The first hurdle to overcome are the Greek border forts. These can take as long as two days. Once they have fallen, the going gets easier. Send one division along the coast road through Katerini to Larisa and another through Veria and Kozani and then onto Larisa. Use the remaining divisions from the Korps for support.

XL PzK should drive through Monastir and Florina and then onto Kastoria and Kalabaka with eventual aim of reaching Pharsala by game's end. XL PzK faces less opposition than XVIII MtnK, but must move faster to remain on schedule. Concentrate all support points in attack. You don't need them in defense.

Allies. There are several phases in the battle for the Allies. For the first two days, only the Greek 2nd Army is available and it should be left in its fortifications to delay the German breakout for as long as possible. Once Wilson's force arrives, you must decide whether to send a division up to Plati as a delaying force. The terrain up there is not very good for defense but you may add an extra day or two to the German advance. Your best defensive positions are the Veria Pass along the Aliakmon River and behind the minefields protecting Katerini.

Eventually the German pressure will drive you back but provided you can hang onto Larisa and Pharsala, you will have delayed the enemy long enough to earn a points victory.

VARIANT

(1). The original German plan called for an invasion of Greece to bail out the ailing Italians. The surprise coup in Yugoslavia forced a hasty revision. Assume Yugoslavia had remained neutral.

Change the arrival hex for all combat units of the German XL PzK to 25,1. The Korps HQ arrives on hex 25,0. Subtract 10 from the arrival times of all units in the XL PzK.

Change the arrival hex for all combat units of the Greek 1st Army to 16,22 (Larisa). The Army HQ arrives on hex 17,22. Do not change their arrival times.

Add 5 to the German daylight support points. Add 5 to the End of Game VPs for all German objectives. ◆

Grand Tour of the Americas

(History Rewritten: 1500 - 1800)

Edited and Umpired by Gregor Whiley

(Editor's Note: regular readers of this magazine will know that in all four game replays published to date, Keating has proved victorious. In Gold of the Americas, our new game about the colonisation and conquest of the New World, Keating for the first time must play a game that someone else has programmed. Can he still remain unconquered? History relates the following)

"Those who do not understand history are condemned to repeat it. Those who do understand it should be given a chance to rewrite it" - *SSG Motto*

Nominally representing the four great European powers but actually looking out only for themselves, four men appeared who were to shape the history of the New World. In the cut and thrust of European history, certain behaviour patterns had become apparent, and it must be said that these emerging men of the New World admitted of no deviation from their national characteristics.

Here then are the *dramatis personae* for the unfolding power play, together with their countries and national characters.

Don Stephano y Sangria
(Spain - Treacherous)

Dom Daniel Sao Biscuits
(Portugal - Deceitful)

Ian, Comte de la Truite
(France - Diabolical)

Sir Roger Keatynge BART.
(England - Perfidious)

Faithfully (more or less!) chronicling the actions of these Great Powers was Count Gregor Gregorovitch, an itinerant Russian exile.

History relates that in the Year of Our Lord 1501, Newfoundland, the West Indies and Bahia were already explored. In Europe, Spain was top dog, rich and powerful. Portugal was comfortably well off but limited by the Treaty of Tordesillas. France and England were in the midst of a recession but were determined to better themselves by some aggressive economic policies.

1501 - 1510 (Turn 1)

Spain and Portugal immediately settled the West Indies and Bahia respectively. Both callously and brutally exploited their fledgling colonies, a cynical move aimed at encouraging revolt as well as gaining revenue for their secret funds. They stationed their bully boy armies in the provinces and the revolts failed, to the detriment of the native population. England and France sent expeditions to Yucatan and Texas.

1511 - 1520 (Turn 2)

Both fledgling colonies survived, and a handy combination of plague and revolt in Bahia eliminated altogether the hapless natives of that previous paradise. The Spanish colonised Yucatan, while the Portuguese had nowhere to colonise, their first explorers having vanished without trace. Both de la Truite and Keatynge raided the West Indies, nailing their piratical colors to the mast and foreshadowing the long years of brigandage that were to follow.

1521 - 1550 (Turns 3 - 5)

Sir Roger, in the manner of his countrymen, set forth boldly to explore unknown territories and extract loot from the native peoples.

The Comte, following a different course, conducted a series of raids on Spanish and Portuguese possessions, extracting loot into his secret funds.

Don Stephano and Dom Daniel, as befitted Iberian gentlemen, ignored both of these lesser races and got on with the serious business of exploration and colonisation. Spain established the beginnings of her empire around the Caribbean and down the west coast of South America. Portugal,

Gold of the Americas is now available for IBM, Amiga and Atari ST computers. Apple IIGS and Macintosh versions will be available shortly. See the advertisement on the back page of the magazine.

as agreed in the Treaty of Tordesillas, began to exploit the South American east coast.

1551 - 1560 (Turn 6)

Although he had been resolutely exploring up until now, Sir Roger was tempted beyond human endurance by the thought of the money going untaxed into the Comte's secret coffers. He therefore launched his own raid on the Portuguese, as events in Europe had unaccountably turned the Spanish into allies. (Something about Queen Mary marrying Phillip II).

A bold French attempt to start a colony with only one colonist was exterminated by resentful natives.

1561 - 1570 (Turn 7)

At this point in history, Spain had six colonies, Portugal had five, and England and France had not troubled the scorer. Sir Roger strongly protested that he had not outfitted privateers, while pocketing the revenue he derived from an extensive fleet of the same.

The infamous English bovver boys, Drake and Hawkins made their appearance, and celebrated their hour upon the world stage by burning and looting Spanish colonies.

1571 - 1580 (Turn 8)

The Spanish were not troubled by existential questions of English privateers and began to sink them, using their far from philosophical fleet of warships. They also colonised Chile, having discovered extensive mineral deposits in the mountain ranges.

The Portuguese raided the Spanish, as did the English. Determined to be different, the French raided the Portuguese. It was a bad time to be a sentry.

1581 - 1590 (Turn 9)

The Spanish sank some more non-existent English privateers and looted some traders with a small, but effective, privateer fleet of their own. Obviously, no-one had troubled to inform them of the much vaunted English naval supremacy. The Spanish also colonised California, and many historians trace the subsequent decline of their empire to this act.

After raiding y Sangria last turn, Sao Biscuits quickly wrote to his friends in Europe who signed a non-aggression pact with Spain, protecting him from any retribution. That's what diplomacy is all about.

Sir Roger decided it was time to get into the colonisation stakes and started a colony in New Amsterdam. For the Iberian sentries, however, it was business as usual as Keatynge even-handedly raided both the Spanish and the Portuguese.

1591 - 1600 (Turn 10)

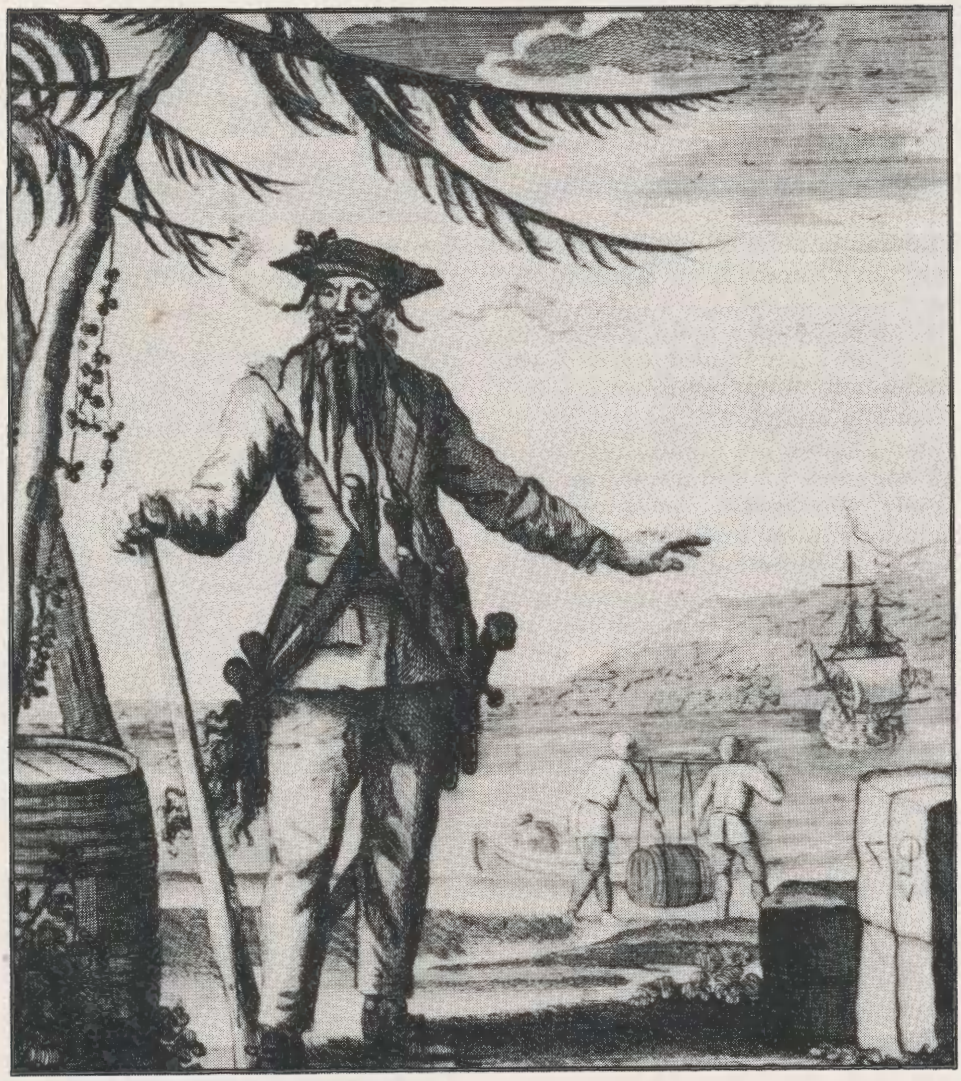
English sea power was humiliated again as the Spanish looted seven of their trading ships and sank another two privateers. This was like being beaten by the Swiss Navy.

For the greater glory of France, the Comte decided that his people must have a stake in the New World and a colony was started in the Carolinas.

The Spanish started a colony in Florida, not because they like the place, but as a base to serve for later attacks in North America.

Events So Far (Time-out)

The Spanish had been following a very deliberate strategy. They were only exploring provinces that they intended to colonise more or less immediately. This was intended to make life difficult



Sir Roger Keatynge BART.
From a contemporary engraving

for the French and English as large slabs of North America remained unexplored while the French and English concentrated almost exclusively on raiding. The French and English will now be forced to fight over each new territory, unless they can reach some agreement.

Pedro fingered his arquebus nervously. It was always like this. Sergeant Alvarez would put him on guard duty right on the edge of the castle, explaining that the Spanish empire was depending on him. Then, while he was staring valiantly out to sea, evil French raiders would sneak up, bop him on the head, and tie him up. Then they would steal everything. Later, Sgt Alvarez would appear and be very angry with him. Pedro wanted a new job.

1601 - 1610 (Turn 11)

Y Sangria finally decided that Spanish honour required him to make some answer to the continuous raiding of his territories. Not a man to do things by halves, he invaded Carolina, newly settled by the French, with a two star explorer and 6 armies. Resistance was useless.

Sao Biscuits raided the newly created English colony of New Amsterdam, presumably out of spite. Dom Daniel certainly couldn't have been expecting to get money from such a miserable patch of dirt.

English colonists moved into Louisiana, named after the French King who didn't quite colonise it in time.

1611 - 1630 (Turns 12 & 13)

Dom Daniel suddenly realised that the treacherous Don Stephano has been forming a solid garrotte of colonies around his territory. Y Sangria surveyed his handiwork and thought nostalgically of the camaraderie he enjoyed during his spell in the Inquisition.

Administrational mismanagement caused the Spanish settlement in Florida to die out. The Comte de la Truite was quick to move in and French settlers made their home in the swamps.

The Spanish protectorate in Carolina was now cut off and suffered yet another change of masters as the perfidious English came, saw and conquered.

The English colony in Louisiana suffered from plague, raiding, revolt and ran out of gold, all in the one turn. Perhaps as a consequence, the settlers' loyalty also fell.

1631 - 1640 (Turn 14)

Y Sangria's tax bill reached $30,000 but as no-one had invented elections, there was no chance of a tax cut.

Sir Roger started colonies in Newfoundland and Hudson's Bay, squeezing out the Comte's colonial aspirations in the latter. The French were not happy (but then they never are, are they?).

Don Stephano, interviewing candidates for the vacant position of Explorer, came across a three-star candidate named, co-incidentally, Manuel. The treacherous Don immediately squeezed the last drops out of his Secret Funds, hired a large army and the heroic Manuel liberated Louisiana from the perfidious English.

1641 - 1650 (Turn 15)

The Portuguese, having colonised everything remotely land-like in their vicinity, girded their loins and entered Pernambuco, home of the fierce, bishop-eating Potiguar tribe. Sao Biscuits raided de la Truite in Florida and then signed another handy non-aggression pact, which he just happened to have with him.

1651 - 1660 (Turn 16)

A squabble over who had colonisation rights in the Great Lakes area was resolved in favour of the perfidious English. The French were beaten to the punch and were, once again, unhappy.

The English made off with $2,700 in one raid on the Mato Grosso. Sir Roger was supposed to be founding a mercantile empire, but it could not be dis-

Situation at the end of Turn 10
Spain and Portugal surge ahead

cerned through the smoke of raided colonies. Sir Roger's only source of disappointment was the bankruptcy of the Hudson's Bay Company and the necessity of putting the colony into receivership.

Breaking out of Don Stephano's iron garotte, Dom Daniel liberated Peru from the yoke of Spanish oppression, and then thoughtfully supplied one of his own for the comfort of the populace.

1661 - 1670 (Turn 17)

Tensions grew between Sir Roger and de la Truite as England built up the Great Lakes area that the French wanted. Sir Roger apologised, but didn't give it back. The French settled in the frozen wastes of Hudson's Bay and still controlled the fever-ridden swamps of Florida, but had nothing in between, and were, of course, unhappy. They raided the English in an attempt to cheer themselves up.

The Spanish re-liberated Peru, causing no end of bother as the people were forced to replace the Spanish flags they had just burnt, spat on, trampled underfoot, etc. and to hide the Portuguese flags they had just run up.

Situation at the end of Turn 20
England closes the gap

1671 - 1680 (Turn 18)

The breach between Sir Roger and the Comte de la Truite was now complete and open. A huge slab of North America remained unexplored with both petulantly refusing to explore on the grounds that the other would only colonise it. Titanic tantrums were exchanged, along with some (not very) diplomatic notes.

The Spanish and Portuguese could not believe their luck. Don Stephano and Dom Daniel settled their differences and met to discuss the situation amicably over a bottle of diabolical French champagne. For Y Sangria, the only fly in the caviar was the fact that the diabolical French had successfully invaded the traditionally Spanish West Indies.

1681 - 1690 (Turn 19)

The Spanish Bureau for the Liberation of Oppressed Territories was once again busy, re-liberating the West Indies from the French in yet another blow to French fortunes. The inhabitants were relieved of the onerous duty of speaking in outrageous accents.

Dom Daniel suffered a severe embarrassment when the Mato Grossons, tired of being exploited and raided every turn and yearning to be free and so forth, revolted and declared an independent republic.

1691 - 1700 (Turn 20)

In Dom Daniel's hour of need, a man named Pedro, Explorer extraordinaire, stepped forth to lead his armies to victory. The heroic Mato Grossons fought to the penultimate man but, surrounded on all sides by Portuguese colonies and fighting a three-star general with six armies at his command, the last soldier surrendered and the Peoples' Republic of Mato Grosso was no more. Pedro was awarded the Military Medal (third class) and retired to a dacha on the Amazon with a generous pension. Mato Grosso was again under the Portugese flag, and heel.

Meanwhile, Sir Roger and de la Truite continued to fight over the Great Lakes watched by an amazed and delighted (but still treacherous) Don Stephano.

Events So Far (Time-out)

At the height of their powers, England and France were still staging an amazing Tweedledum and Tweedledee battle. Recriminations and counter recriminations filled the air. The failure of the French to colonise any area suitable for viticulture had also shaken their morale. In the meantime, the Spanish and Portuguese empires showed no signs of withering on the vine.

The Portuguese were suffering a little from Sangria's iron collar but, as recent events in Peru had shown, these things can cut both ways.

Continued on p. 35

SEDAN

Piercing the Ardennes

May 10th - 17th, 1940

A Scenario for the Battlefront Game System

by Ian Trout

After Hitler's liberation of Poland in 1939, the Allies rather unsportingly declared war on Germany, obliging her to attack France and Belgium before moving on to what everyone knew was the real order of business - Russia. The Allies were prepared for another 1914-style attack, which was reasonable as this was just what the German High Command was planning.

General Erich von Manstein objected to this plan (it hadn't worked the last time) and was promptly transferred to Berlin to keep him out of the way. This was fortuitous for it gave him the opportunity of converting Hitler to his point of view, which was that a rapid armoured thrust through the lightly-defended Ardennes area - a "blitzkrieg" - would succeed. Manstein was right. It did.

On May 10th 1940, the attack commenced. The main thrust was by the 19th Panzer Corps under the command of Generaloberst Heinz Guderian. Not counting the allied armies, there were two major obstacles between him and the English Channel, the Semois and Meuse Rivers. Neither is very large but each flows between steep sides making them easily defensible and, according to the French Commander in Chief, General Gamelin, "absolutely inaccessible to tanks".

Sure enough, when, on 11th May, Guderian attacked the town of Bouillon on the Semois he was greeted by heavy anti-tank fire and obliged to retire. The fact that the ford at Mouzaive was unguarded, however, meant that, on the 12th, the defenders of Bouillon were outflanked and obliged to retire precipitately towards Sedan. Three hundred men even managed to make it.

Guderian saw no reason to admire the Bouillon scenery and pressed onwards. Gamelin had ordered that Sedan be held. The local commander gave a rather broad interpretation to these orders and retired across the river, blowing the bridges as he went. By the evening of the 12th, Sedan was in German hands.

On the 13th, all hell broke loose for the French defenders. To add to his own firepower, Guderian borrowed the divisional artillery from the 2nd and 10th panzer divisions and called up most of the German air force - some 1500 planes. The French Commander radioed urgently for a few planes of his own but somehow the orders got lost and none turned up.

By evening, Guderian had a bridgehead across the river. By midnight he had a heavy pontoon bridge constructed. By dawn, panzers were across the river and the bridgehead was consolidated. Attempts by Allied bombers to destroy the bridges failed, and at a huge cost in aircraft - 40 out of 71 bombers failed to return.

If Guderian had done brilliantly, the young commander of the 7th Panzer Division, General Erwin Rommel, had excelled him. The 7th and 5th Panzer

A NOTE FOR MACINTOSH USERS

This is the first time we have provided subscription disks for Macintosh users. Both colour and black & white scenarios are provided and are accessed in the same way as the scenarios which come with the game.

A NOTE FOR IBM USERS

IBM disk subscribers will note that we provided a free upgrade for *Halls of Montezuma* with this issue. Other IBM users can get the upgrade for $10.00 plus $2.50 postage and handling. We do not recommend that you use the original HOM master disk with this scenario.

The driving force behind the German success - Heinz Guderian

Divisions were in position to provide flank support, and a little more, for Guderian's thrust.

Rommel's first barrier was the Ourthe River. He was prevented from reaching it on the first day by a regiment of Chasseurs but a concentrated attack dislodged them the following morning. Just as he reached the Ourthe, however, French units destroyed the bridge at Hotton.

For some reason, the French cavalry made no attempt to contest the crossing but retreated west to Marche, defeating the object of the whole exercise as, within a few hours, German engineers had erected pontoons and the advance continued.

The French cavalry were unprepared for the panzer attack on Marche and their few tanks could not match German numbers. By the evening of 12th May, Rommel had control of Marche and the east bank of the Meuse.

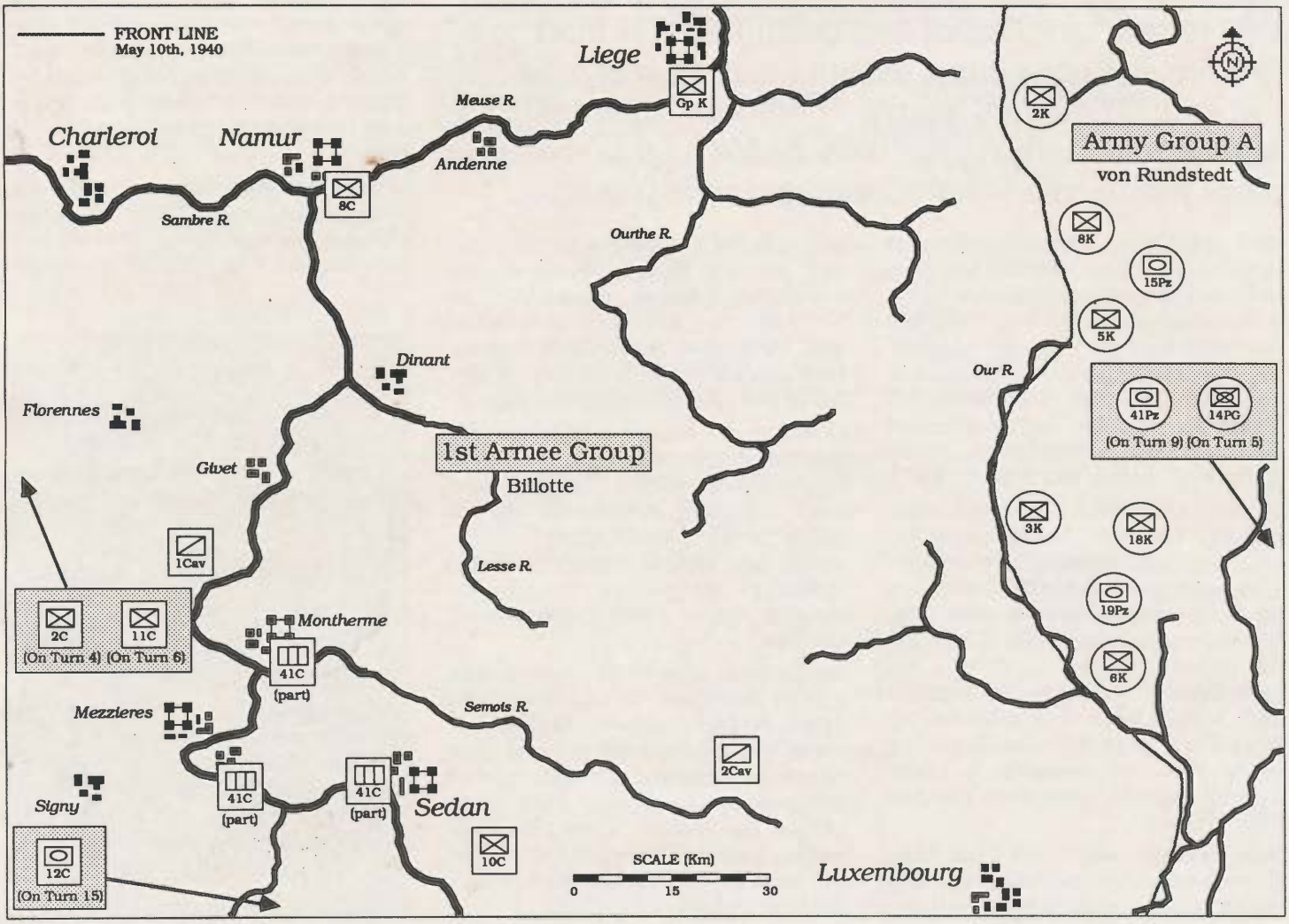
Crossing the river next day proved difficult as the French, for once, put up solid resistance. By using his panzers to provide covering fire he eventually managed to get troops across. Heavy bridges were constructed and, by nightfall, tanks were rolling across the Meuse.

Rommel had crossed the river a full day ahead of the man whose flank he was supposed to be protecting!

This scenario recreates those hectic days. You will notice that much of the eastern half of the map sees little action in the scenario. This is deliberate. We intend to use the same map to recreate the Battle of the Bulge in the next issue.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you



Sedan Situation Map

Equipment

follow these directions. The letters in parentheses after each heading refer to the corresponding section in any of the *Battlefront Game System* manuals.

Note that if you are building up the scenario from an IBM/Tandy version of the game, there are a couple of additional data entries to be made. These are noted where applicable. Furthermore, there is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics. There is also a guide to using IBM "Full Map" graphics elsewhere in this issue.

Macintosh users should follow the instructions in their game manual. Note there will be a detailed article in Issue 15 describing the use of WarPaint™ on the Macintosh.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase both map and data. Save again in the same location. This procedure prepares the template on which we will build the Sedan scenario.

The *WarPlan*™ menus are displayed on the back of the game menus card. Refer to this when necessary.

If possible, we recommend you prepare this scenario with any of the *Halls of Montezuma*, *Rommel* or *MacArthur's War* master disks. If you are using the earlier *Battlefront* or *Battles in Normandy* master disks then a few variables will have to be omitted. These are noted in the text. Note that these restrictions apply only to Apple II and C-64 users.

Corps Details [5.31]. Enter the data from the Briefing table.

Scenario Details [5.32]. Enter the data from the Briefing table. Ignore the Century, Climate, Brittleness and Night Capable variables when using the BF/BIN master disks.

Map Size [5.11]. Enter the data from the Map Size table.

Define Terrain [5.12]. Enter the data from the Terrain Effects Chart. If you are using a HOM/ROM/MW master disk, you can use *WarPaint*™ to create the customised terrain icons of your choice.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the Miscellaneous Factors table and the appropriate part of the Terrain effects Chart.

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as indicated by the Front Line marking on the map.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

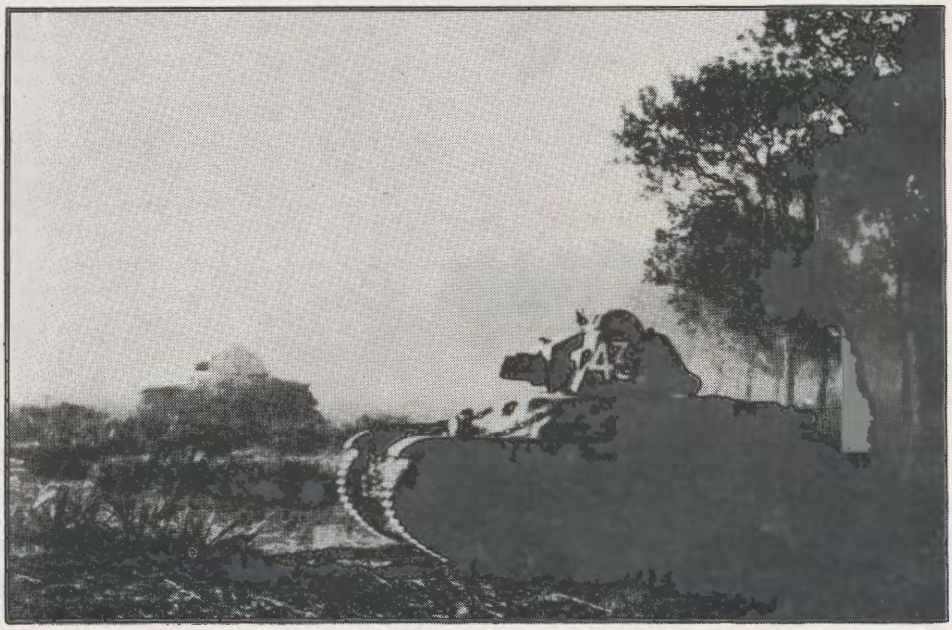
Equipment Roster [5.22]. Enter the data from the Equipment table.

Troop Creation [5.21]. The Germans and Allies each have three divisions. Enter the data from the OB charts into the appropriate locations.

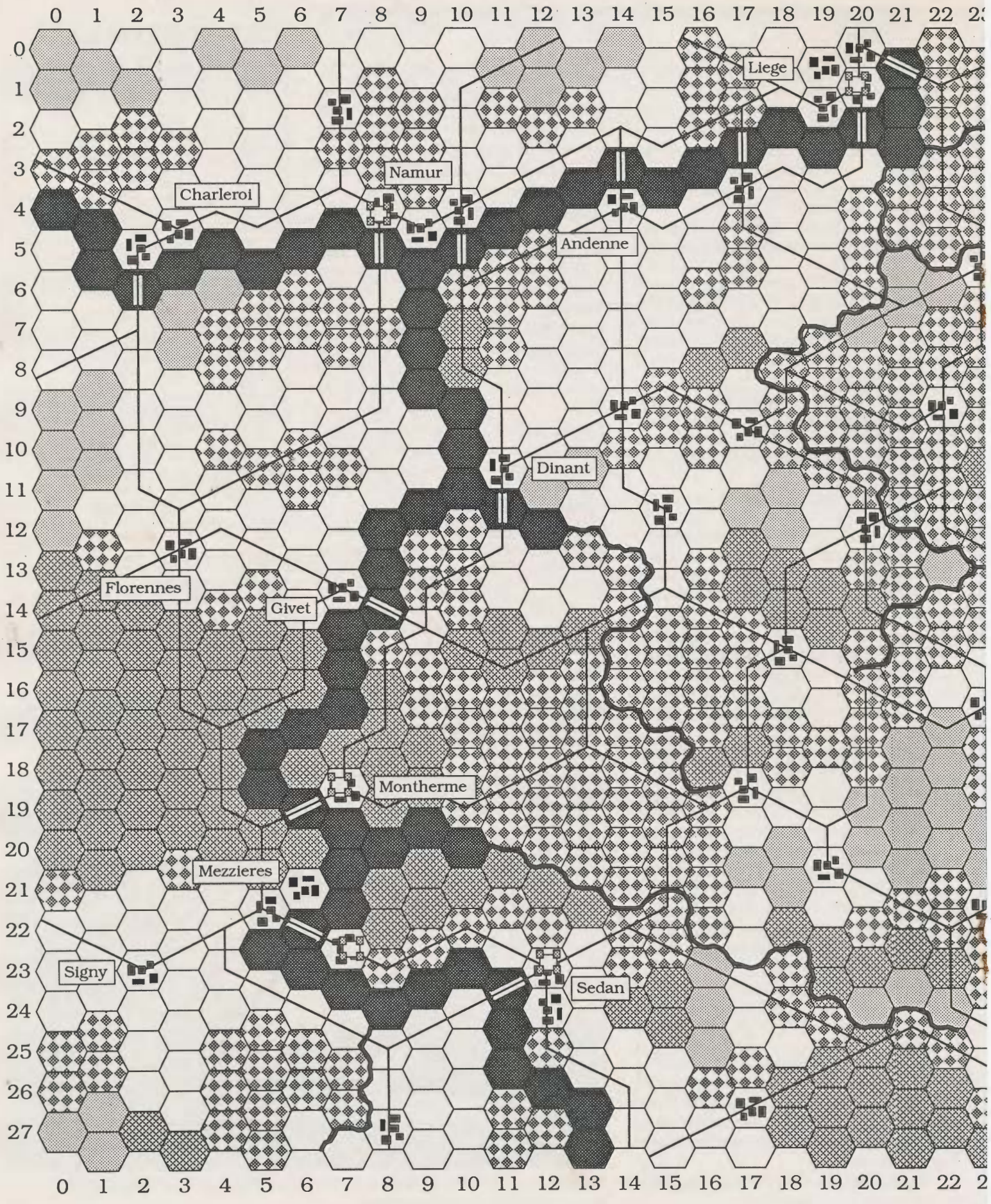
0	
1	Leg
2	Horse
3	Lorry
4	Garrison
5	Hvy Art
6	H39/ChBs
7	Tractor
8	M'cycle
9	Empl Art
10	Mxd Pz
11	Mxd Art
12	Mountain
13	H'Track

Objectives [5.23]. Enter the data from the Objectives table. Note there has been an additional variable introduced into the Objective data base in *Rommel* (IBM) and *Halls of Montezuma* (Mac) and all subsequent releases. Objec-

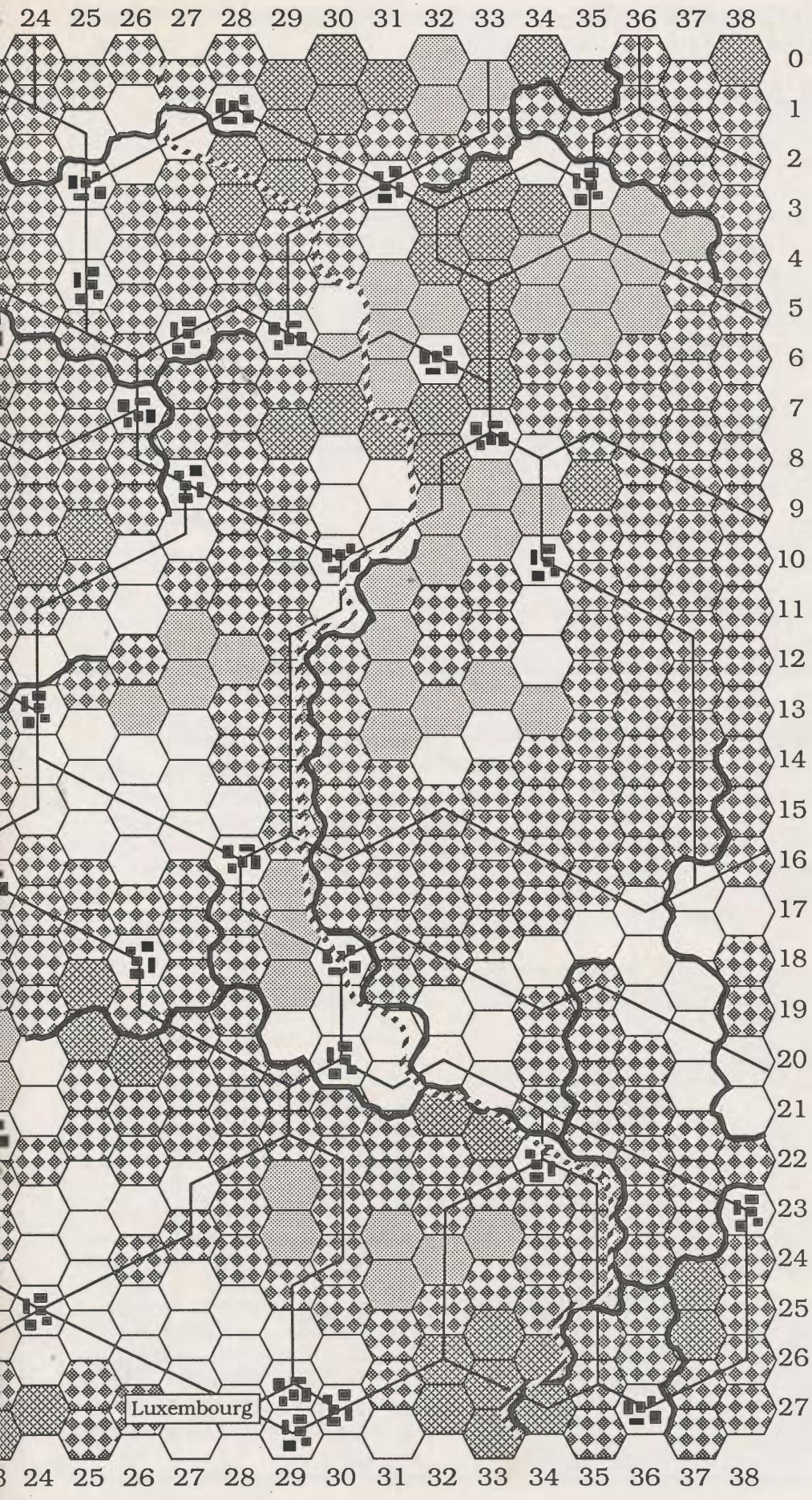
Continued on p. 34



French tanks in the Ardennes. A shortage of radios severely limited their effectiveness.


Liege
Namur
Charleroi
Andenne
Dinant
Florennes
Givet
Montherme
Mezzieres
Signy
Sedan

SEDAN



OPEN

ROUGH

WOODS

WOODS/ ROUGH

MAJOR RIVER

MAJOR BRIDGE

ROAD

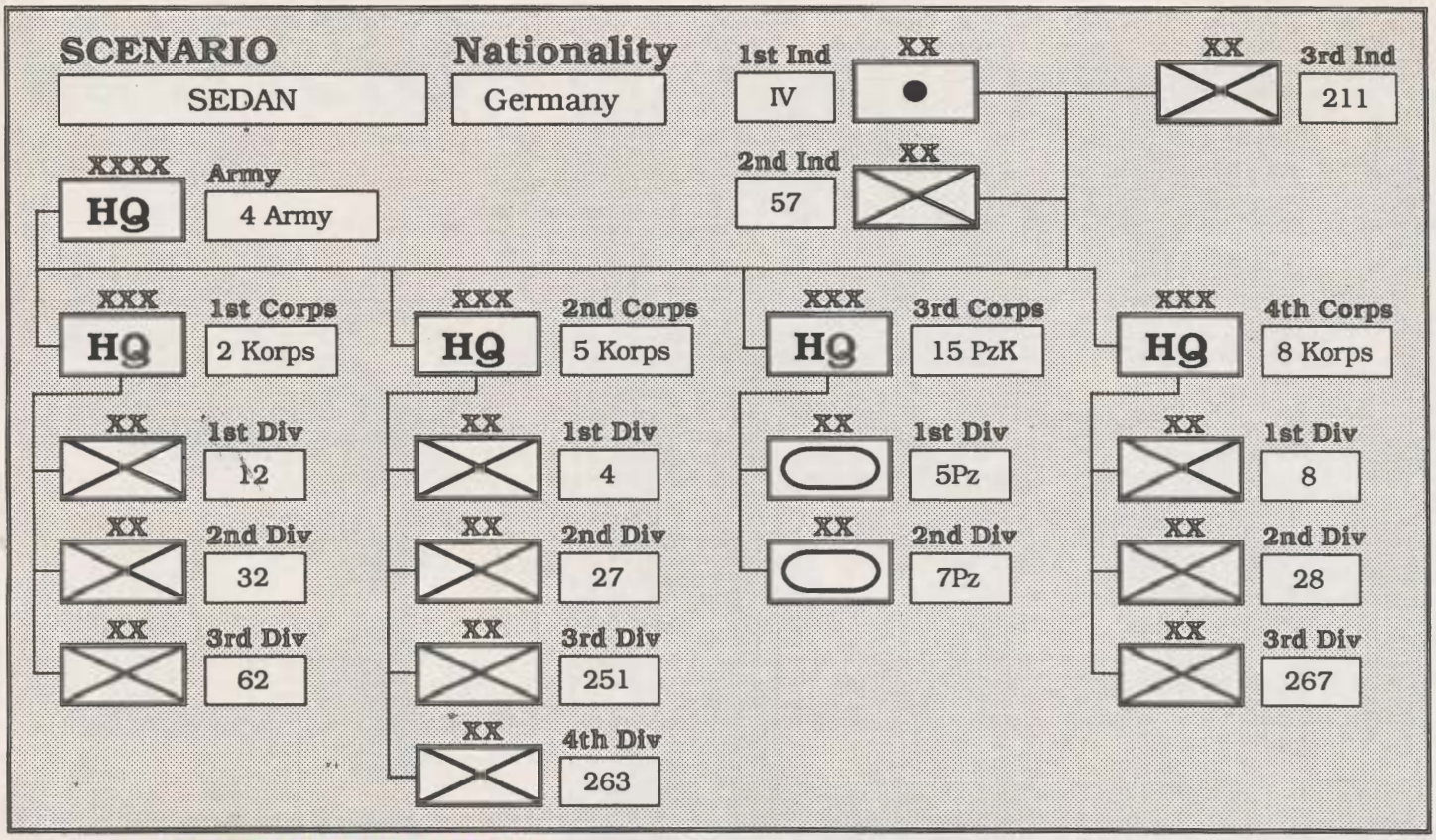
CITY

FORT

RIVER

BRIDGE

FRONT LINE

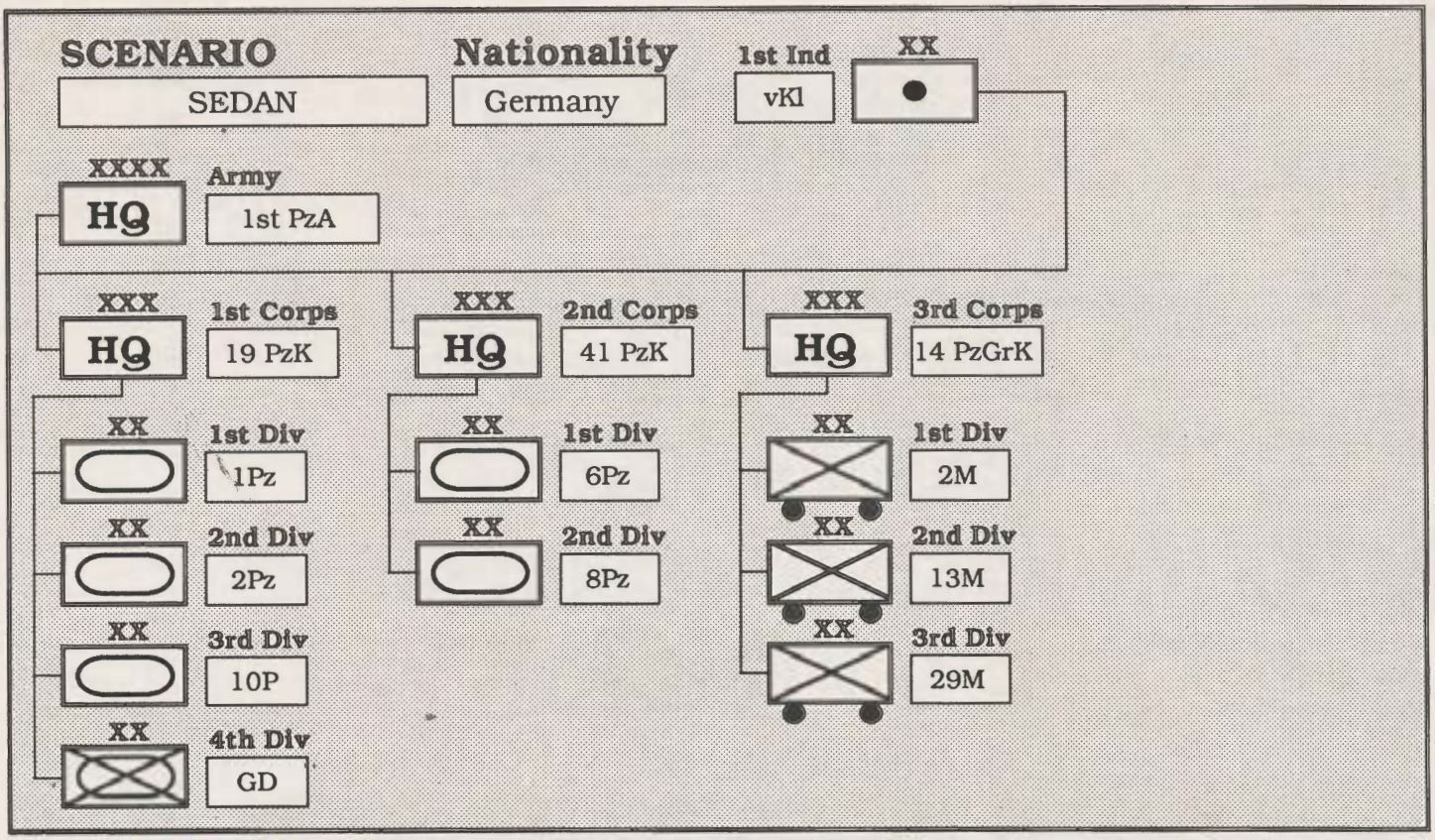


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	4 Army	2 Korps	5 Korps	15 PzK	8 Korps
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Panzer	Infantry
HQ ADMIN	0-7	5	5	5	7	5
LEADERSHIP	0-7	5	6	4	7	5
HQ SUPPLY	0-7	7	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	4	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	35,2	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	12	32	62		4	27	251	263	5Pz	7Pz			8	28	267		IV	57	211	
LOCATION	(x,y)	36,0	31,2	32,4		38,9	38,9	32,9	38,9	35,7	34,8			32,6	33,7	38,9		36,0	38,5	38,5	
CLASS	0-13	0	0	0		0	0	0	0	11	11			0	0	0		13	0	0	
MODE	0-3	0	0	0		0	0	0	0	0	0			0	0	0		0	0	0	
EQUIPM'T	0-31	1	1	1		1	1	1	1	10	10			1	1	1		11	1	1	
MOVEMENT	0-31	6	6	6		6	6	6	6	12	12			6	6	6		4	6	6	
ARRIVAL	0-99	9	0	0		3	5	0	6	0	0			0	0	7		6	9	17	
MAX STREN.	0-15	15	15	15		15	15	12	12	12	10			15	15	12		10	15	12	
INIT. STREN.	0-15	15	15	15		15	15	12	12	12	10			15	15	12		10	15	12	
RATING	0-15	11	11	11		11	11	9	9	8	10			11	11	9		12	11	9	
RANGE	0-15	0	0	0		0	0	0	0	0	0			0	0	0		6	0	0	
FATIGUE	0-7	7	7	7		7	7	7	7	7	7			7	7	7		7	7	7	
EXPERIENCE	0-7	5	5	4		5	5	4	4	5	7			5	5	4		5	5	4	
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A	N/A	N/A	N/A			N/A	N/A	N/A		2	2	2	

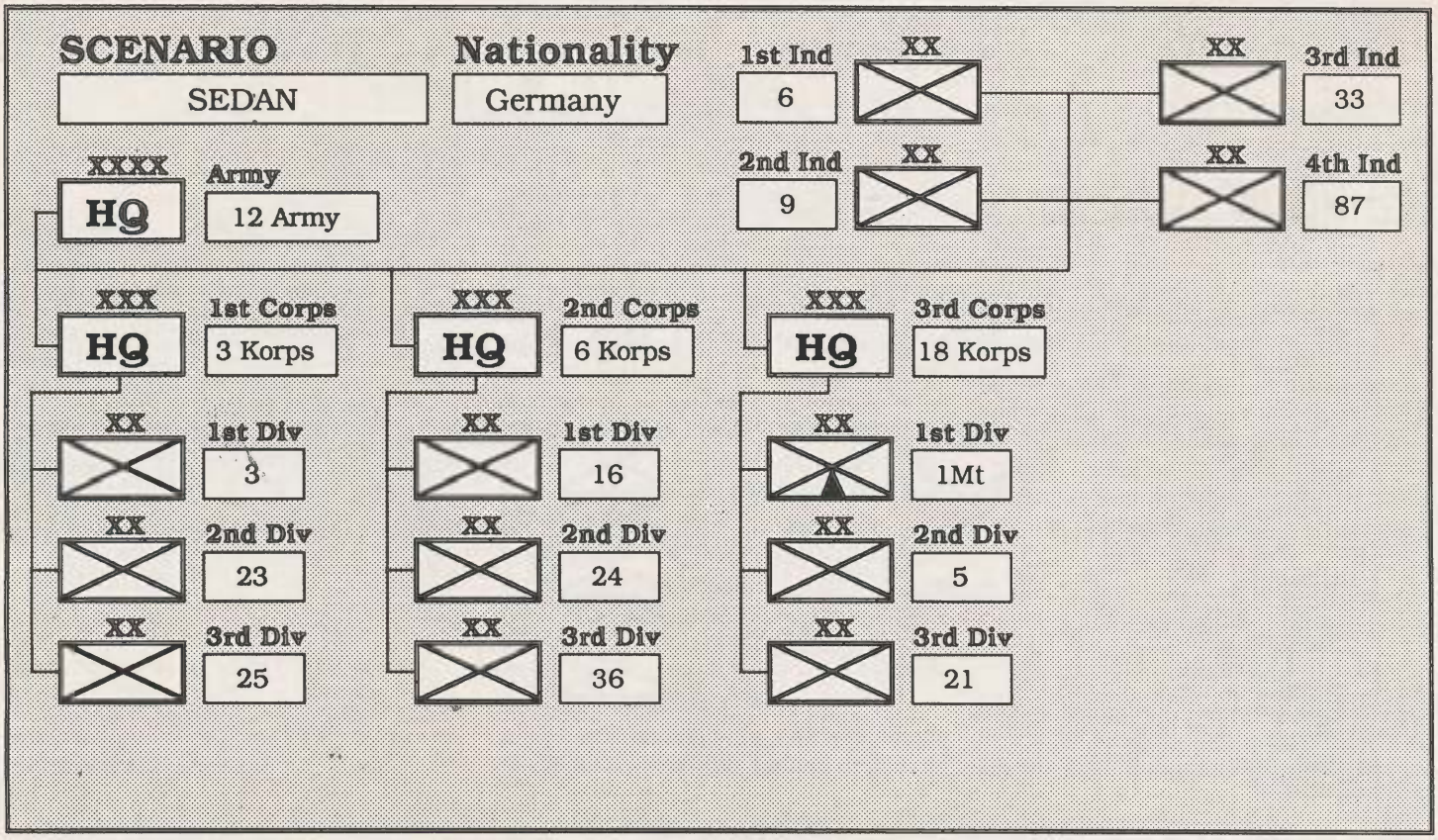


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	1st PzA	19 PzK	41 PzK	14 PzGrK	
UNIT TYPE	[8]	Panzer	Panzer	Panzer	Pz Gren	
HQ ADMIN	0-7	6	6	6	5	
LEADERSHIP	0-7	7	6	5	6	
HQ SUPPLY	0-7	7	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	8	N/A	N/A	N/A	
ARRIVAL	0-99	0	N/A	N/A	N/A	
LOCATION	(x,y)	36,19	N/A	N/A	N/A	

BATTALION DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1Pz	2Pz	10P	GD	6Pz	8Pz			2M	13M	29M						vKl			
LOCATION	(x,y)	32,18	33,18	34,19	35,18	38,16	38,16			38,16	38,20	38,16						38,20			
CLASS	0-13	11	11	11	2	11	11			1	1	1						13			
MODE	0-3	0	0	0	0	0	0			0	0	0						0			
EQUIPM'T	0-31	10	10	10	13	10	10			3	3	3						11			
MOVEMENT	0-31	12	12	12	12	12	12			12	12	12						5			
ARRIVAL	0-99	0	0	0	0	9	10			5	6	17						2			
MAX STREN.	0-15	12	12	12	4	10	10			12	12	12						10			
INIT. STREN.	0-15	12	12	12	4	10	10			12	12	12						10			
RATING	0-15	10	11	10	7	8	8			10	10	10						12			
RANGE	0-15	0	0	0	0	0	0			0	0	0						7			
FATIGUE	0-7	7	7	7	7	7	7			7	7	7						7			
EXPERIENCE	0-7	7	7	6	6	5	5			6	5	5						5			
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A			N/A	N/A	N/A						1			

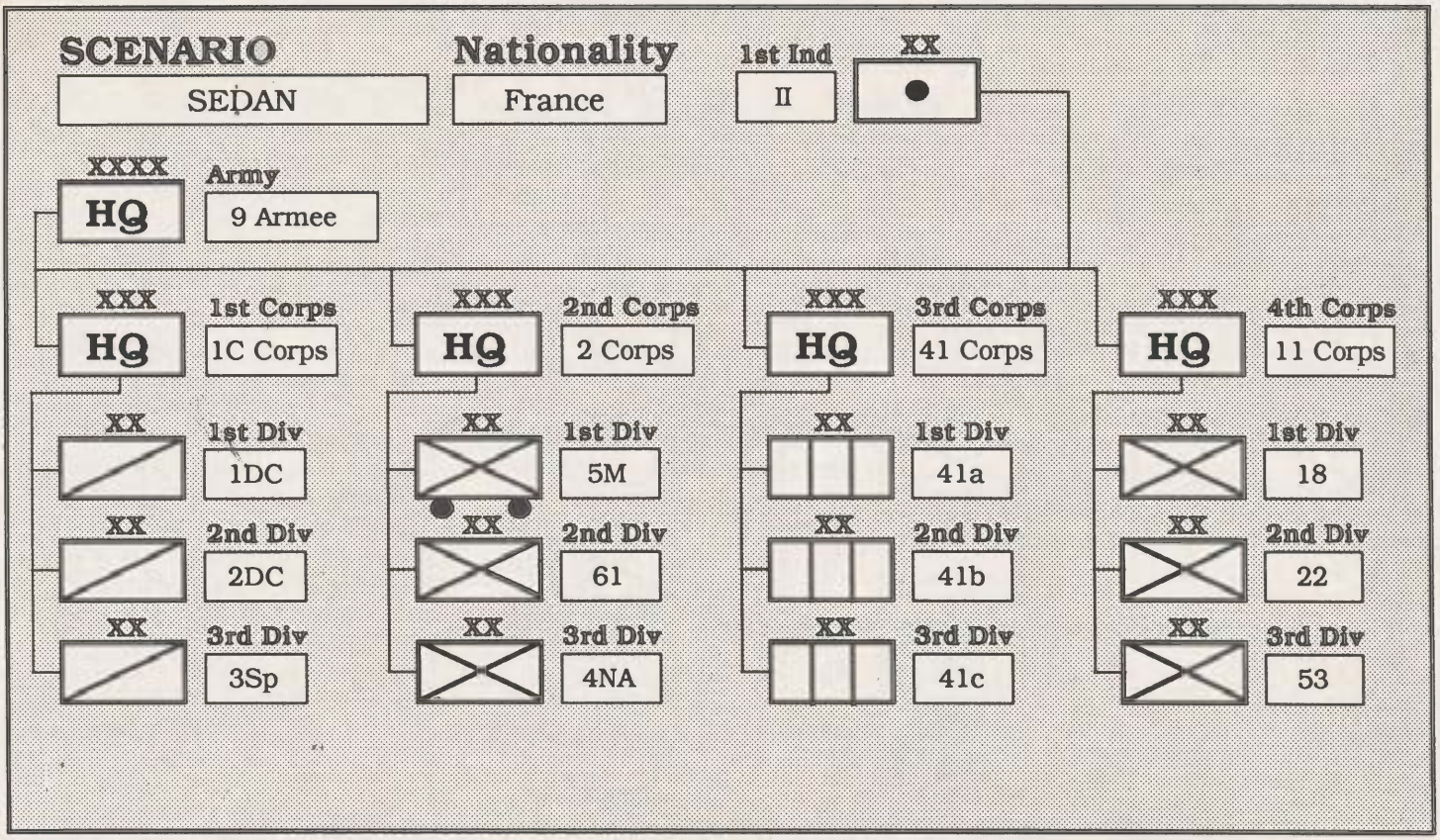


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	12 Army	3 Korps	6 Korps	18 Korps	
UNIT TYPE	[8]	Infantry	Infantry	Infantry	Infantry	
HQ ADMIN	0-7	5	5	5	4	
LEADERSHIP	0-7	5	5	4	5	
HQ SUPPLY	0-7	7	7	7	7	
BRITTLE	0-1	0	0	0	0	
MOVEMENT	0-31	4	N/A	N/A	N/A	
ARRIVAL	0-99	0	N/A	N/A	N/A	
LOCATION	(x,y)	34,21	N/A	N/A	N/A	

BATTALION DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	3	23	25		16	24	36		1Mt	5	21						6	9	33	87
LOCATION	(x,y)	30,15	30,16	38,20		32,20	31,17	34,21		34,16	33,15	38,23						38,23	38,23	38,20	38,16
CLASS	0-13	0	0	0		0	0	0		0	0	0						0	0	0	0
MODE	0-3	0	0	0		0	0	0		0	0	0						0	0	0	0
EQUIPM'T	0-31	1	1	1		1	1	1		12	1	1						1	1	1	1
MOVEMENT	0-31	6	6	6		6	6	6		7	6	6						6	6	6	6
ARRIVAL	0-99	0	0	13		0	0	0		0	0	5						11	19	19	19
MAX STREN.	0-15	15	15	15		15	15	15		12	15	15						15	15	15	12
INIT. STREN.	0-15	15	15	15		15	15	15		12	15	15						15	15	15	12
RATING	0-15	11	11	11		11	11	11		9	11	11						11	11	11	9
RANGE	0-15	0	0	0		0	0	0		0	0	0						0	0	0	0
FATIGUE	0-7	7	7	7		7	7	7		7	7	7						7	7	7	7
EXPERIENCE	0-7	6	5	5		5	5	5		5	5	5						5	5	5	4
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A						1	1	1	1

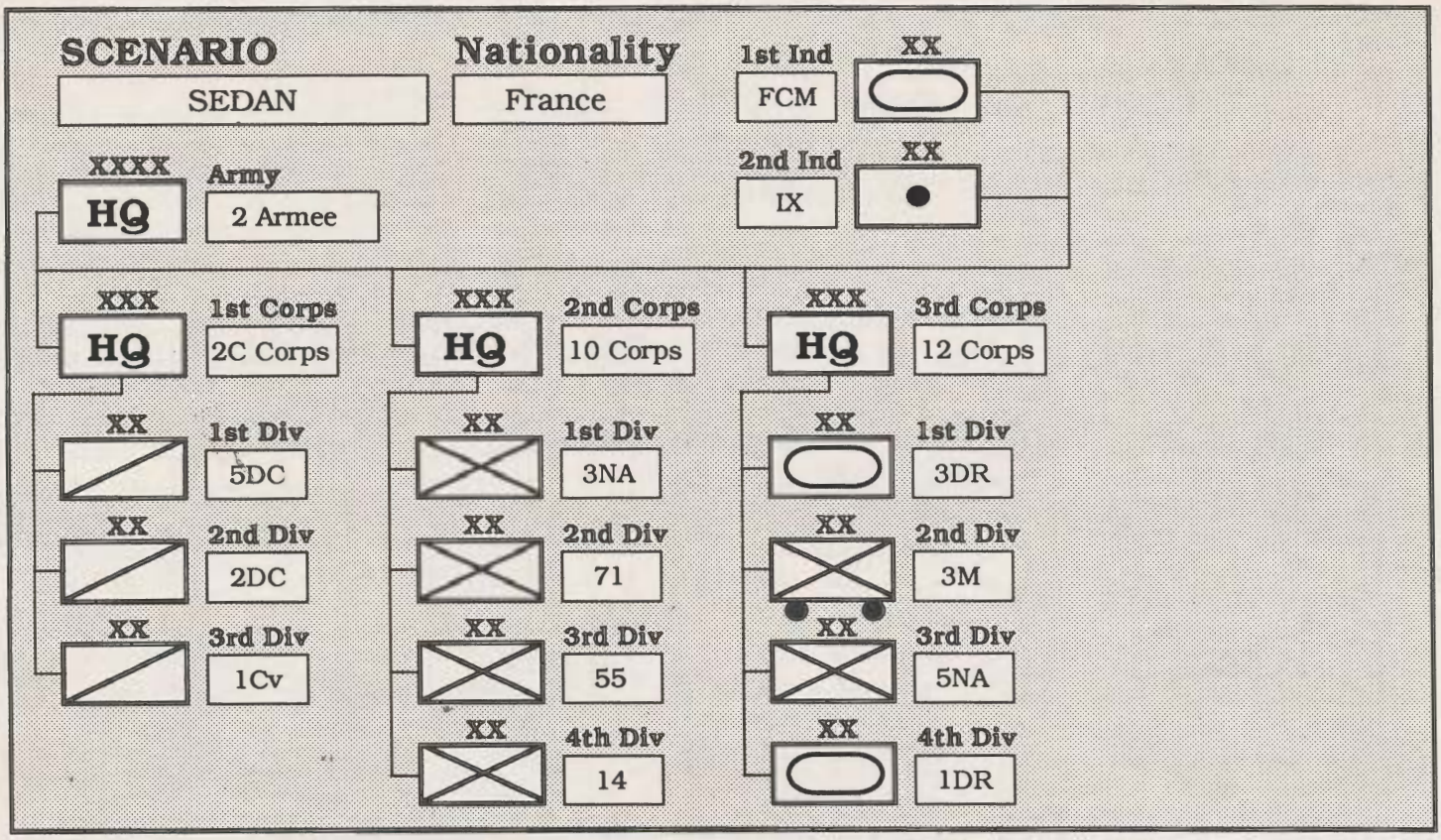


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	9 Armee	1C Corps	2 Corps	41 Corps	11 Corps
UNIT TYPE	[8]	Infantry	Cavalry	Infantry	Garrison	Infantry
HQ ADMIN	0-7	3	3	3	4	3
LEADERSHIP	0-7	4	3	2	2	4
HQ SUPPLY	0-7	6	6	7	7	7
BRITTLE	0-1	0	1	0	0	0
MOVEMENT	0-31	2	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	7,13	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1DC	2DC	3Sp		5M	61	4NA		41a	41b	41c		18	22	53		II			
LOCATION	(x,y)	4,17	3,12	5,19		0,14	0,14	0,14		7,18	7,22	12,23		0,14	0,14	0,22		10,24			
CLASS	0-13	5	5	5		1	0	0		0	0	0		0	0	0		13			
MODE	0-3	0	0	0		0	0	0		0	0	0		0	0	0		0			
EQUIPM'T	0-31	2	2	2		3	1	1		4	4	4		1	1	1		5			
MOVEMENT	0-31	6	6	6		8	4	4		**0**	**0**	**0**		4	4	4		3			
ARRIVAL	0-99	0	2	0		4	5	13		0	0	0		7	6	15		0			
MAX STREN.	0-15	8	3	3		10	10	12		4	6	4		10	10	10		6			
INIT. STREN.	0-15	8	3	3		10	10	12		4	6	4		10	10	10		6			
RATING	0-15	5	5	4		7	6	9		8	8	8		7	6	5		10			
RANGE	0-15	0	0	0		0	0	0		0	0	0		0	0	0		5			
FATIGUE	0-7	7	7	7		7	7	7		7	7	7		7	7	7		7			
EXPERIENCE	0-7	4	4	3		4	3	5		3	3	3		4	4	2		4			
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A		N/A	N/A	N/A		3			

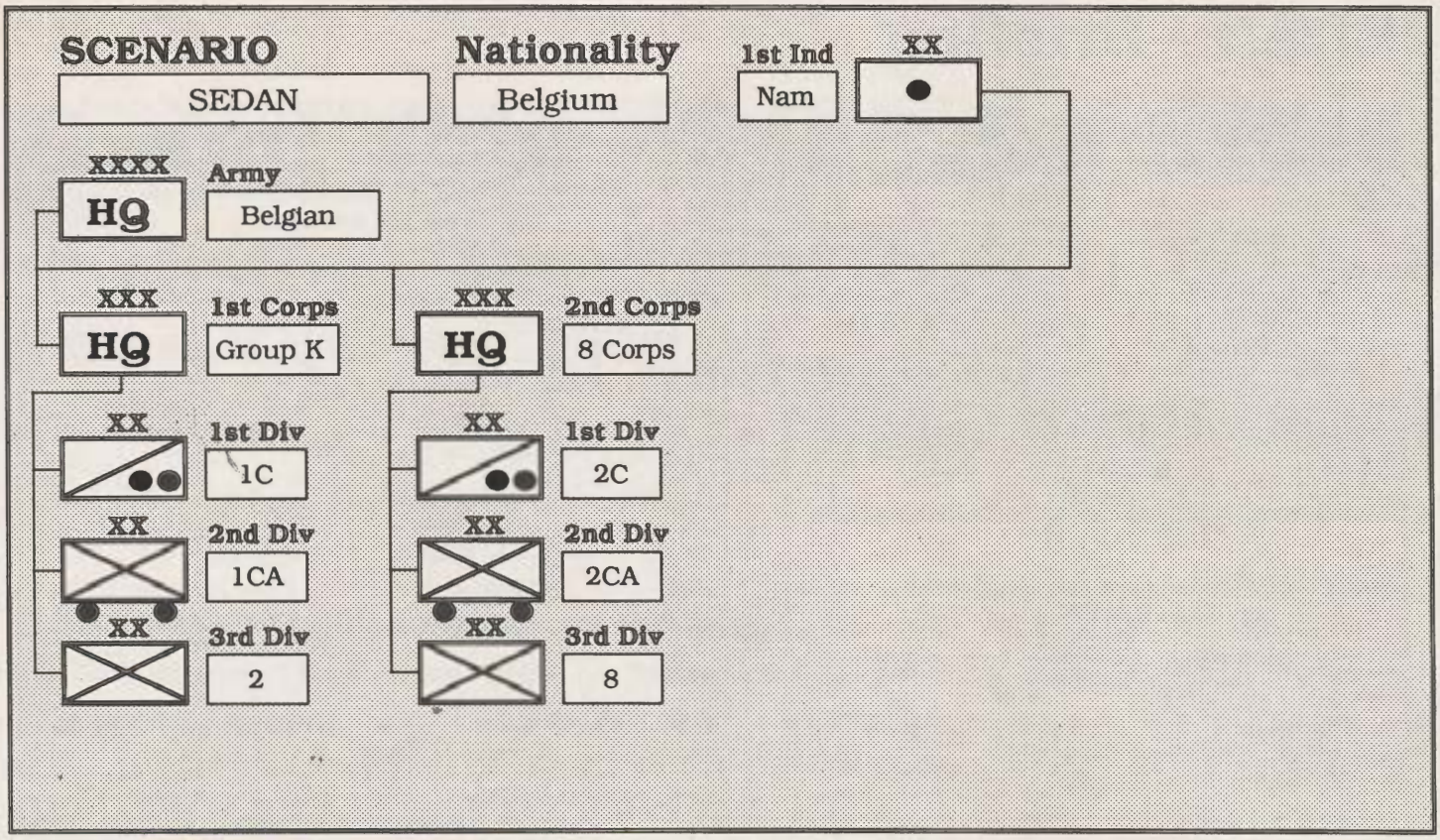


HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	2 Armee	2C Corps	10 Corps	12 Corps	
UNIT TYPE	[8]	Infantry	Cavalry	Infantry	Ad Hoc	
HQ ADMIN	0-7	3	4	3	3	
LEADERSHIP	0-7	3	4	4	4	
HQ SUPPLY	0-7	6	7	7	7	
BRITTLE	0-1	0	1	0	0	
MOVEMENT	0-31	2	N/A	N/A	N/A	
ARRIVAL	0-99	5	N/A	N/A	N/A	
LOCATION	(x,y)	2,22	N/A	N/A	N/A	

BATTALION DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	5DC	2DC	1Cv		3NA	71	55	14	3DR	3M	5NA	1DR					FCM	IX		
LOCATION	(x,y)	15,20	14,27	24,25		14,26	0,22	8,27	8,27	8,27	8,27	0,22	0,14					0,22	8,27		
CLASS	0-13	5	5	5		0	0	0	0	11	1	0	11					11	13		
MODE	0-3	0	0	0		0	0	0	0	0	0	0	0					0	0		
EQUIPM'T	0-31	2	2	2		1	1	1	1	6	3	1	6					6	5		
MOVEMENT	0-31	6	6	6		4	4	4	4	8	8	4	8					8	3		
ARRIVAL	0-99	0	3	0		0	13	4	16	17	17	15	18					17	14		
MAX STREN.	0-15	8	8	3		8	10	7	4	10	4	7	12					4	6		
INIT. STREN.	0-15	8	8	3		8	10	7	4	10	4	7	12					4	6		
RATING	0-15	5	5	4		8	5	5	6	7	7	8	7					5	10		
RANGE	0-15	0	0	0		0	0	0	0	0	0	0	0					0	5		
FATIGUE	0-7	7	7	7		7	7	7	7	7	7	7	7					7	7		
EXPERIENCE	0-7	4	4	3		4	2	2	4	4	4	5	5					3	4		
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A					2	2		



HEADQUARTERS DATA

FORMATION	HQ	XXXX HQ	1/CORPS	2/CORPS	3/CORPS	4/CORPS
HQ I.D.	[8]	Belgian	Group K	8 Corps		
UNIT TYPE	[8]	Infantry	Infantry	Infantry		
HQ ADMIN	0-7	4	4	3		
LEADERSHIP	0-7	3	4	3		
HQ SUPPLY	0-7	6	6	6		
BRITTLE	0-1	0	0	0		
MOVEMENT	0-31	3	N/A	N/A		
ARRIVAL	0-99	0	N/A	N/A		
LOCATION	(x,y)	7,1	N/A	N/A		

BATTALION DATA

FORMATION	D/C	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1C	1CA	2		2C	2CA	8										Nam			
LOCATION	(x,y)	20,6	26,7	20,1		25,2	17,3	9,4										8,4			
CLASS	0-13	6	1	0		6	1	0										13			
MODE	0-3	0	0	0		0	0	0										0			
EQUIPM'T	0-31	8	3	1		8	3	1										9			
MOVEMENT	0-31	8	8	4		8	8	4										**0**			
ARRIVAL	0-99	0	0	0		0	0	0										0			
MAX STREN.	0-15	6	6	9		6	6	9										8			
INIT. STREN.	0-15	6	6	9		6	6	9										8			
RATING	0-15	4	5	5		4	5	5										9			
RANGE	0-15	0	0	0		0	0	0										7			
FATIGUE	0-7	7	7	7		7	7	7										7			
EXPERIENCE	0-7	4	5	3		4	4	3										4			
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A										1			

SEDAN - Briefing

AXIS	ALLIED
SIDE [16]: GERMANY	SIDE [16]: FRANCE
CORPS [16]: Army Group A	CORPS [16]: 1st Armee Group
COMMANDER [16]: FM von Rundstedt	COMMANDER [16]: General Billotte

DAY	NIGHT	SUPPORT	DAY	NIGHT
35	0	QUANTITY (0-99)	15	0
3	0	RELIABILITY (0-3)	1	0
15	0	RATING (0-15)	9	0

AIR SUPERIORITY (0-7)

STATUS = 0
RELIABILITY = 7

STRONG AXIS
DEPENDABLE

SCENARIO [16]: Sedan

BRIEFING [26]: Piercing the Ardennes May 10th-17th, 1940

(0-3)	START =	0	
(1-31)	DATE =	10	am 10th MAY 1940
(1-12)	MONTH =	5	
(0-99)	YEAR =	40	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	8	
(0-3)	WEATHER =	3	CLEAR
(0-7)	FORECAST =	7	CLEARING
(0-7)	CLIMATE =	0	EUROPEAN
(0-31)	MECH MIN =	8	

BRITTLENESS

(0-9) AXIS = 00 %
(0-9) ALLIED = 60 %

NIGHT CAPABLE

(0-1) AXIS = 1
(0-1) ALLIED = 0

SEDAN - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Major River	-	-	-	-	-
T1	Open	1	1	7	7	7
T2	Rough	5	2	4	5	6
T3	Woods	6	2	4	3	5
T4	Woods/Rough	10	3	3	3	4
T5	-	-	-	-	-	-
T6	-	-	-	-	-	-
T7	-	-	-	-	-	-
T8	Bridge	4	2	7	7	7
T9	-	-	-	-	-	-
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	2	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	3	3	4
-	CITY	N.A.	N.A.	4	4	5
-	BRIDGE	3	2	5	7	6
-	RIVER	N.A.	5	4	7	5

SEDAN - Objectives & Misc. Factors

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Def. (0-1)	Start (1-99)	End (1-99)	Pts/T (0-30)	Pts/E (0-255)
1(AX)	Signy	2,23	3	0	1	31	10	20/220
2(AX)	Charleroi	3,4	1	0	1	31	5	20/220
3(AX)	Florennes	3,12	2	0	1	31	10	20/220
4(AX)	Mezzieres	5,21	2	0	1	31	5	10/210
5(AX)	Givet	7,13	2	0	1	31	5	10/210
6(AX)	Montherme	7,18	2	0	1	31	5	10/210
7(AX)	Namur	9,4	1	1	1	31	5	10/110
8(AX)	Dinant	11,10	1	0	1	31	2	10/110
9(AX)	Sedan	12,23	2	0	1	31	5	20/120
10(AX)	Andenne	14,4	1	0	1	31	2	10/110
11(AX)	Luxembourg	29,27	3	1	1	31	0	5/105
12(AX)	Liege	20,1	1	1	1	31	3	10/110
1(AL)	Signy	2,23	2	0	1	31	2	100
2(AL)	Charleroi	3,4	3	0	1	31	2	100
3(AL)	Florennes	3,12	1	0	1	31	2	100
4(AL)	Mezzieres	5,21	1	0	1	31	3	50
5(AL)	Givet	7,13	1	0	1	31	3	50
6(AL)	Montherme	7,18	1	0	1	31	3	50
7(AL)	Namur	9,4	3	1	1	31	5	100
8(AL)	Dinant	11,10	0	0	1	31	3	50
9(AL)	Sedan	12,23	2	1	1	31	5	50
10(AL)	Andenne	14,4	0	0	1	31	3	50
11(AL)	Luxembourg	29,27	0	0	1	31	10	100
12(AL)	Liege	20,1	3	1	1	31	5	100

Note - German End of Game VPs should be read as IBM or Mac/AII or C64. See text for explanation.

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	0	2	4th Hex =	2	4
2nd Hex =	1	3	5th Hex =	2	4
3rd Hex =	1	3	6th Hex =	2	4

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	10	4
ALLIED	2	1

MAP SIZE

ACROSS (0-2)	2
DOWN (0-3)	3

French tanks under attack. German Stukas roam at will.

Continued from p. 23

tives which have a division assigned to them may be designated as defensive objectives. Only the specified division will be affected by this condition and it operates only while the objective is under friendly control. A regiment from the specified division will be sent to the objective and will defend it as long as the time reference applies.

The movement mechanics in the IBM/Macintosh versions are more efficient than those in the AII/C64 versions and therefore the Germans get to grips with the enemy quicker in the bigger machines.

Minor Combat Effects (All IBM and *Panzer Battles* AII/C64) [5.33]. The Fort Enhancement values are 2. The City Enhancement values are 0. The General Enhancement values are 5. Panzer Battles (AII/C64) uses General Enhancement values of 7(Germany) and 3 (France) Users can experiment with play balance by increasing the enhancement values to toughen a side or decreasing them to weaken a side.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics, or using the first edition of *Halls of Montezuma*, can create the scenario using the advice given above.

IBM users with EGA or VGA cards and the *Rommel* (or subsequent) master disk have access to our "full-map" graphic routines. When creating the map or the unit icons, you must first disable the "full-map" graphics. To do this, run the program as rom f which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" *WarPaint*™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

Fore more information, read the article in this issue on the use of "Full Map" graphics.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The *Battlefront System* program reads the size of the .lbm file on loading and adjusts the *WarPaint*™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file renamed. This means there must be enough space on the current disk to hold the temporary file.

PLAYER'S NOTES

Germany. The main issue at stake in this scenario is not whether you can defeat the French Army but rather can you do it quickly enough to occupy the vital objectives on the west bank of the Meuse River in time to win. Sedan and Mezzieres are the key cities. If the Germans can cross the Meuse at these points by turn 25, they will be very hard to beat.

Concentrate your air points in attack. There is little need to use them for defensive purposes. KIA results are needed to clear the way for a speedy advance. Too many enemy routers will clog your tank tracks!

France. There's no doubt that General Gamelin got his country into a great deal of trouble by his refusal to believe that German tanks could operate in the Ardennes. Nor did he help matters by vacillating for two crucial days before reacting to the threat. Unfortunately, you inherit this impending disaster. Don't despair. It's entirely likely you can better the historical outcome.

Fall back immediately to the Meuse. Assign what few support points are available to the defense of Sedan and Mezzieres. Some of your reinforcements are reasonable troops and if you can hold the line of the Meuse long enough, their arrival will save the day. The scenario variant make France a much more enjoyable prospect.

VARIANT

(1). Much indeed has been written about the French failure to react quickly to the German drive through the Ardennes. We can speculate on the fate of the German offensive by both providing the French with additional troops which were nearby and speeding up the arrival of others. Increase the maximum and initial strengths of the following French divisions. 2DC/1Cav Corps/9th Armee (8), 55/10th Corps/2nd Armee (10), 14/10th Corps/2nd Armee (10), 3M/12th Corps/2nd Armee (10) and 5NA/12th Corps/2nd Armee (12). Bring forward the arrival of all French reinforcements by 6 turns. Increase the French daylight support points to 25. ◆

GRAND TOUR OF THE AMERICAS

Continued from p. 20

Pedro nervously fingered his arquebus. Sgt Alvarez had taken him off battlement duty, and transferred him to the Galleon Patrol. His job now was to stand by helplessly while English sea dogs swarmed all over the ship, until one of them biffed him with a marlin spike. Then they would steal everything. Occasionally he would be sent up the mast, from where he would be expected to fall into the sea in spectacular fashion. He still wanted a new job.

1701 - 1710 (Turn 21)

The Comte de la Truite, not trusting Sir Roger, prepared for a last ditch defense of Hudson's Bay while attempting to start a colony in Missouri. Naturally the perfidious English also coveted both provinces and attempted to invade the former and colonise the latter.

Although Don Stephano was by now receiving little support from his Monarch, he had treacherously built up several colonies to a point where they were producing surplus population. To the chagrin of both the Comte and Sir Roger, he resettled them, along with several armies, in Missouri, swamping both French and English attempts at settlement in that province.

The heroic defenders of Hudson's Bay held on grimly and Sir Roger's men were forced to grab what loot they could and run.

1711 - 1720 (Turn 22)

As memories of their Hundred Years war slowly faded, England and France at last made some diplomatic headway, and reached an agreement. All efforts were to be directed against the treacherous Don Stephano Y Sangria. Serious raids against Spanish possessions could be anticipated.

Informed of this by his spies, the Don made a treacherous pre-emptive strike and re-liberated the Carolinas, this time from England.

1721 - 1730 (Turn 23)

Turn 23 marks the beginning of the dreaded 30 years peace, thus precluding any invasions for three turns.

True to predictions, the Spanish lost huge sums of money in raids with all three opponents putting in the boot deceitfully, diabolically and perfidiously. Y Sangria gritted his teeth and raided the Mato Grosso.

Perhaps in response to the new acquisitions in North America, the Spanish King got so over-excited as to ask for $44,000 in tax! Don Sangria did not, could not, oblige.

1731 - 1740 (Turn 24)

Despite the previous refusal, the Spanish King was undaunted and asked for $45,700 in tax, a new record. Don Sangria's reply was reportedly unprintable and thus, unfortunately, fails to appear in any historical records.

The perfidious English raided California and Sir Roger naturally wanted to keep the loot. The Royal Audits department, however, had other ideas and bagged the lot.

France and Portugal also raided with gusto. The waiting list for Spanish sentry duty reached an all-time low.

1741 - 1750 (Turn 25)

Don Stephano was obliged to visit his dentist, his teeth having been gritted nearly to the gums. All players raided but with an almost inconsequential air for all could sense that war was not far away.

1751 - 1760 (Turn 26)

Suddenly, everyone was at war with everyone else! Was Don Sangria sufficiently fortified against his enemies, or would his empire be watered down?

The French relieved Don Sangria of the burden of running Vancouver, and the Portuguese generously took up the reigns in Chile. However, the Portuguese had their own problems - the ingrates in the Amazon declared an-

Situation at Game's End
Spain Triumphant

other Peoples' Republic. Dom Sao Biscuit's empire was crumbling around him.

1761 - 1770 (Turn 27)

The public spirited (but deceitful) Portuguese took Buenos Aires from the Spanish. Don Stephano was not amused, but was somewhat reconciled when an expedition to Vancouver wrested back control from the French. English and French invasions of Spanish territory both failed and Sangria's empire still held mostly together.

The Portuguese exploited all their colonies in an effort to maximise revenue. This was not a wise move, as the colonies' loyalty was reduced, making it easier for them to be invaded.

1771 - 1780 (Turn 28)

The Spanish took the strategic Amazon Basin from the Portuguese but suffered a disaster in North America, losing Missouri to the English seventy years after the original Spanish settlers had treacherously wiped out a perfidious English outpost.

The Spanish war effort was being hampered by excessive tax demands from home. Spain had been developing or placating all its colonies, when it should have been exploiting one or two that were relatively safe from invasion to keep up the secret funds.

1781 - 1800 (Turns 29 & 30)

These last two turns were extremely tense for both Spain and Portugal each having a number of colonies on the edge of revolt. Frantic handouts, reminiscent of a pre-election period, held the colonists loyal, however, and there were no more Independent Peoples' Republics.

Dom Daniel scored decisively in Turn 29 by taking the important colony of Peru but Sangria's desperate counter-attack in Turn 30 regained it just in time.

Elsewhere, invasions were mounted each turn, but economies were becoming exhausted through this incessant warfare. France, down to two colonies, could make no more than a token effort. England, in only slightly better condition, could not, in its darkest hour, recall the Drake's and Hawkins' of yesteryear and the man called George proved ineffective.

Spanish treachery had triumphed over Portuguese deceit, French devilry and English perfidy. The aging Don Stephano Y Sangria (about 330 years old by this stage) packed the remains of the secret funds into his galleon and sailed off to a well-earned retirement on the Costa del Sol.

In Conclusion

In the end it was a well deserved victory for Don Sangria. Notice however that the Portuguese with five less colonies were very close in Victory Points, as they had high value colonies. The five turn period of total war at the end of the game means that the loss of just one Level 7 colony could swing the game.

The Mexican standoff between England and France was most unfortunate, losing them any chance of winning the game. Be aware that the Spanish tactic of denying explored territory to the English and French will not work against computer players, who have a more balanced appreciation of their own self interest.

Note also that Don Sangria's strategy of hemming in the Portuguese is effective in cramping initial Portuguese development but can be a liability in the end-game when the Portuguese cannot be touched by anyone except Spain. Had Dom Daniel succeeded a bit better with his invasions he would have been unstoppable.

The Portuguese did well, and a slightly more judicious handling of colonists' loyalties may well have prevented outbreaks of independence, as well as making the remaining colonies harder for the Spanish to conquer.

The French suffered from diabolically bad leadership and the only excuse they could offer for their dreadful display was -

"We would rather be at war with anybody than allied to the English!" ◆

	COLONIES	VPs
SPAIN	13	57
PORTUGAL	8	42
ENGLAND	4	21
FRANCE	2	6
INDEPENDENTS	1	4

The Final Score

France just manages to avoid the wooden spoon

EDITOR'S CHANCE
Continued from p. 3

other regular jobs at SSG, and still can't even say 'pro-active', (last year's word) without cracking up. Please choose Option Two.

This offer is open to all readers. If you think that you could do some good with a demo disk, please write to us and let us know and we'll send you a disk. This is your big chance to introduce more people to the delights of playing SSG games. The more we can do that, the more games we can produce.

Subscriptions

Apple IIGS users may take out a disk subscription starting from Issue 15. Amiga users will have to wait until Issue 16. ◆

"Full Map" Graphics

A Guide for Their Use with Battlefront and Decisive Battles Scenarios

by Ian Trout

It's about time we provided IBM users with a detailed (and accurate) description of our "full map" graphic routines. This article will take you step by step through the creation of the Invasion Greece scenario found elsewhere in this issue.

There are five basic steps involved in the creation of an original scenario.

Step 1. Create the Basic Framework for the Scenario

Step 2. Build Up the Basic Map Using "Standard" Graphics

Step 3. Enter the Scenario Data

Step 4. Create an .LBM File for the "Full Map" Graphics

Step 5. Write Protect the Scenario (Optional)

Using these five steps as the basis for creating the Invasion Greece scenario, the exact procedure is as follows.

Step 1. Create the Basic Framework for the Scenario

The first decision you must make is whether you wish to create the scenario on a floppy disk or on a hard disk. Floppy disk users must first format a blank disk if they don't already have one handy.

As of the publication of this issue, *Rommel* and *Panzer Battles* support our "Full Map" graphics. *Halls of Montezuma* has been recently upgraded to "Full Map" graphics; in fact, IBM disk subscribers to *Run 5* will find they have received a complete HOM upgrade in addition to the usual subscription disk.

Note that other owners of the original IBM HOM game can upgrade their disks for $10 (plus $2.50 postage & handling) simply by returning their original disks to either our American or Australian offices.

You will need one of these three games to create the Invasion Greece scenario.

Hard disk users should switch to the directory containing the game files (and we recommend that you keep all the files from the game in the same directory). Floppy disk users should insert disk 1.

Run the program. (This means type rom if you're using *Rommel*, pz if you're using *Panzer Battles* or hom if you're using *Halls of Montezuma*.) Menu A will appear after the title screen and some music. You can refer to the Menu Card if necessary.

Select the <CREATE> line. Floppy disk users should remove disk 1 from the drive and replace it with disk 2 (*Rommel* and *Panzer Battles*) or disk 3 (*Halls of Montezuma*).

Select the <SCENARIO> line from Menu B.

Select the <LOAD GAME> line from Menu C. Position the cursor over the Malta scenario (*Rommel*), the Kanev scenario (*Panzer Battles*) or the Pusan Perimeter scenario (*Halls of Montezuma*) and select it. This action loads the scenario and takes you through to Menu J.

Select the <CLEAR> line. Design Menu 1 appears. Select <MAP>, <DATA>, <EQUIPMENT> and <TERRAIN> in turn to clear all the data bases. The template on which we will build the Invasion Greece scenario is now completely blank. Hit <ESC> to return to Menu J.

We will now identify the new scenario and save it. Select the <WARPLAN> line. Design Menu 4 appears. Select the <BRIEFING> line. Design Menu 17 appears. Select the <SCENARIO> line. A blank scenario details screen appears.

Enter all the data for this screen. The necessary information can be found on p. 13 of the magazine in the top right corner. As each line is entered, hit <ENTER> to progress to the next line. As soon as all the data is entered, hit <ESC> 3 times to return to Menu J.

Floppy disk users must insert a formatted disk. A save game catalog appears in the upper left of the screen. It will be empty if you have not put any save games onto the disk or into the directory previously. The information bar in the bottom left of the screen tells you which drive your floppy disk is in or which directory of your hard disk is open. If your floppy disk is in the the A drive, the bar will read A:\. If you have named the directory where all the Rommel files are kept as rom, and your hard disk is the C: drive, then the bar will read C:\rom\.

Select the <SAVE GAME> line. The cursor will switch to the catalog. Select any empty location (i.e. any location labeled "free") and hit <ENTER>. Select the <SAVE IT> line. The computer will take a moment to save the scenario before returning you to Menu J. Select the <DISK> line again and you will see

that the Invasion Greece scenario template is now located in the chosen catalog slot.

This completes Step 1.

(Note that hard disk users have the option to save the scenario in the current directory or use the <PATH> command to switch to a different directory. If you don't have a separate directory already created, then don't worry. It's something you can do later if you wish. For example, I keep all the magazine scenarios in a directory named bfrun5. To switch to that directory I would first select the <PATH> line from Menu C. The cursor switches to the information bar in the bottom left of the screen. I would then type C:\bfrun5\ and hit <ENTER>. This saves the scenario in the bfrun5 directory.)

Step 2. Build Up the Basic Map Using "Standard" Graphics

If you are going onto Step 2 immediately after finishing Step 1, select the <EXIT> line from Menu J. This takes you back to Menu A. Select the <GOTO DOS> line. If you are starting step 2 after closing down your computer, you will already be in DOS as soon as you power up.

Before entering the basic map data, we must first temporarily disable the "Full Map" graphics. To do this run the program using the command rom f (*Rommel*) or pz f (*Panzer Battles*) or hom f (*Halls of Montezuma*). The f suffix tells the computer to temporarily disable the "Full Map" graphics.

The reason for this seemingly complicated structure is as follows. The "Full Map" graphics available to EGA/VGA users are an overlay on the "Standard" graphics. The program doesn't actually worry about them at all. It uses the "Standard" graphics/map structure no matter what kind of graphics card you use. Therefore, these "Standard" graphics must be built up in addition to the "Full Map" graphics.

Menu A appears again. Select the <CREATE> line. Menu B appears. Floppy disk users must put their save game disk into the drive if it is not already there. Select the <DISK> line. (Note that because our Invasion Greece scenario template is a save game file, it must be accessed from the <DISK> line of Menu B, not the <SCENARIO> line.) Menu C appears.

Select the <LOAD GAME> line. (Note that hard disk users may have to use the <PATH> command to locate the correct directory.) The cursor has switched to the catalog. Select the <Invasion Greece> line. Menu J appears.

Select the <WARPLAN> line. Design Menu 4 appears. Select the <MAP DATA> line. Design Menu 5 appears.

The first thing we must do is define the map size. Select the <MAP DATA> line. (This second <MAP DATA> line shouldn't be confused with the line of the same name in Design Menu 4. I've only just noticed the duplication. Next time we revise the program I'll change the line in Design Menu 5 to read <MAP SIZE>. It's all Roger's fault, or Gregor's, of course!)

The cursor switches to the Map Data screen and there are several entries which have to be made. Enter GERMANY in the Axis bar and ALLIES in the Allied bar. If you leave a space before each entry, they will line up exactly with the other lines of Menu H.

The map size for Invasion Greece is across 1 and down 3.

Enter 1 for river and coastline colours and 8 for the map edge colour. The other entries don't matter for EGA/VGA users.

Hit <ESC> to return to Design Menu 5 and select the <TERRAIN> line. The Terrain Effects Chart appears. Look at p. 13 in the magazine. All the terrain data is listed there. Enter each terrain type in the corresponding location and then enter the appropriate movement and combat values. Blank out all unused terrain types.

Once this is done, hit <ESC> 3 times to return to Menu J. Select the <WARPAINT> line. Design Menu 21 appears. Note that the <FULL MAP> line is inaccessible which is as it should be because we have disabled the "Full Map" graphics.

Select the <GRAPHICS> line. Design Menu 22 appears. This is the screen on which you choose or create the "Standard" terrain icons which will appear on the map. In this scenario, there are only 4 terrain types in use. Use the <FORWARD> line to look through the available terrain types. Use these, or your own designs, as the four terrain types in the scenario. Blank out the remaining terrain types; i.e. use the <CLEAR> line.

Once this is done, hit <ESC> twice to return to Menu J. We recommend you take the precautionary step of saving your work at regular intervals. Select the <DISK> line and then save the game in the same location as the last time you saved it.

Select <WARPLAN> from Menu J, then <MAP DATA> from Design Menu 4, then <MAP> from Design Menu 5.

You can now build up the map. All the information you need is on p.7 of the magazine. If you're not sure how to do this, read the WarPlan™ section of the game manual. Don't forget roads, cities, rivers, minefields and hex control.

Once you're satisfied you have built up the map correctly, hit <ESC> 3 times to return to Menu J. Save your work again.

This completes Step 2. Have a rest if you need one. Now you know why I'm the most overworked person in the company!

Step 3. Enter the Scenario Data

This step can be performed with the "Full Map" graphics either enabled or disabled. It doesn't matter one way or the other.

There is nothing special to this step. Consult the notes accompanying the Invasion Greece scenario and the game manual if necessary. All necessary data for the various screens is provided in the magazine. Proceed through the data screens in the same sequence as recommended in the scenario notes.

Don't forget to save your work at the conclusion of this step.

Step 4. Create an .LBM File for the "Full Map" Graphics

Exit to DOS and then restart the program, this time without the f suffix. In other words, the "Full Map" graphics are now enabled.

Select the <WARPAINT> line from Menu J. Design Menu 21 appears. Select the <FULL MAP> line. Design Menu 23 appears.

If you intend to build the Invasion Greece map in the same style as I have used in the Malta, Kanev or Pusan Perimeter scenarios, then use the exact icons I suggest. Otherwise, just paint what you like.

Select the <MAKE MAP> line. Design Menu 24 appears. Which of the next three sub-sections you read depends upon which scenario you have chosen as a template; i.e. Malta, Kanev or Pusan Perimeter.

The Malta Scenario. If you're using the Malta scenario, store 3 of the 4 basic terrain icons. These are icons 0 (Ocean/Lake), 1 (Open) and 3 (Mountain). We'll make a Rough icon in a moment. The Malta scenario doesn't have anything I like.

These 3 icons should now be displayed in the vertical store bar on the left of the screen. Do not take the next action unless they are. To store a particular icon, use the <FORWARD> line to locate that icon and then select the <STORE> line. The chosen icon will appear in the top of the vertical store bar. There is room for up to 6 terrain icons in the bar.

Once the 3 icons are in the store bar, hit <ESC> to return to Design Menu 23. We are now ready to initialize the map. In this process, the computer automatically makes a "Full Map" equivalent of each of the 16 "Standard" terrain icons and places them onto the map as edited in Step 2. The 3 icons in the store bar have been put there to keep them out of harm's way while this process is completed. We don't want them changed.

Select the <INIT MAP> line. Select <YES> in answer to the prompt. The prompt is there as insurance against selecting the <INIT MAP> line by accident. It will take about 30 seconds for the initialization to be completed and the cursor returned to Design Menu 23.

Select <MAKE MAP> again. Use the <RECALL> line to put the Ocean/Lake icon into the icon number 0 slot. Put the Open icon into slot 1 and the Mountain icon into slot 3. Go back to slot 1 and store the Open terrain icon once more. <RECALL> it into slot 2. Select the <PAINT> line. Design Menu 25 appears. Select the <CHNGE CLR> line and change all white pixels into yellow pixels. Change the light grey pixels into dark grey pixels.

Hit <ESC> twice to return to Design Menu 23. Select the <GOTO MAP> line.

You should be seeing the game map in "Full Map" graphics. It needs a fair bit of tidying up. The best way to begin is to look closely at the original Malta scenario. Many (if not all) of the "Full Map" hexes you need to make the Invasion Greece map into a work of art will already be in Malta's "Full Map" hex library. Use the <FORWARD> to look at what's available.

Painting up the map will take some time, especially if you're new to it. Before you start you should save what you've done so far.

The Kanev Scenario. If you're using the Kanev scenario, store 3 of the 4 basic terrain icons. These are icons 0 (Open), 2 (Rough) and 4 (Mountain). We'll make an Ocean/Lake icon in a moment. The Kanev scenario doesn't have any large bodies of water.

These 3 icons should now be displayed in the vertical store bar on the left of the screen. Do not take the next action unless they are. To store a particular icon, use the <FORWARD> line to locate that icon and then select the <STORE> line. The chosen icon will appear in the top of the vertical store bar. There is room for up to 6 terrain icons in the bar.

Once the 3 icons are in the store bar, hit <ESC> to return to Design Menu 23. We are now ready to initialize the map. In this process, the computer automatically makes a "Full Map" equivalent of each of the 16 "Standard" terrain icons and places them onto the map as edited in Step 2. The 3 icons in the store bar have been put there to keep them out of harm's way while this process is completed. We don't want them changed.

Select the <INIT MAP> line. Select <YES> in answer to the prompt. The prompt is there as insurance against selecting the <INIT MAP> line by accident. It will take about 30 seconds for the initialization to be completed and the cursor returned to Design Menu 23.

Select <MAKE MAP> again. Use the <RECALL> line to put the Open icon into the icon number 1 slot. Put the Rough icon into slot 2 and the Mountain icon into slot 3. Go back to slot 0 and select the <PAINT> line. Design Menu 25 appears. Select the <CHNGE CLR> line and change all non-dark blue pixels into dark blue pixels.

Hit <ESC> twice to return to Design Menu 23. Select the <GOTO MAP> line.

You should be seeing the game map in "Full Map" graphics. It needs a fair bit of tidying up. The best way to begin is to look closely at the original Kanev scenario. Many (if not all) of the "Full Map" hexes you need to make the Invasion Greece map into a work of art will already be in Kanev's "Full Map" hex library. Use the <FORWARD> to look at what's available.

Painting up the map will take some time, especially if you're new to it. Before you start you should save what you've done so far.

The Pusan Perimeter Scenario. If you're using the Pusan Perimeter scenario, store the 4 basic terrain icons. These are icons 0 (Ocean/Lake), 1 (Open), 2 (Rough) and 3 (Mountain).

These 4 icons should now be displayed in the vertical store bar on the left of the screen. Do not take the next action unless they are. To store a particular icon, use the <FORWARD> line to locate that icon and then select the <STORE> line. The chosen icon will appear in the top of the vertical store bar. There is room for up to 6 terrain icons in the bar.

Once the 4 icons are in the store bar, hit <ESC> to return to Design Menu 23. We are now ready to initialize the map. In this process, the computer automatically makes a "Full Map" equivalent of each of the 16 "Standard" terrain icons and places them onto the map as edited in Step 2. The 4 icons in the store bar have been put there to keep them out of harm's way while this process is completed. We don't want them changed.

Select the <INIT MAP> line. Select <YES> in answer to the prompt. The prompt is there as insurance against selecting the <INIT MAP> line by accident. It will take about 30 seconds for the initialization to be completed and the cursor returned to Design Menu 23.

Select <MAKE MAP> again. Use the <RECALL> line to put the Ocean/Lake icon into the icon number 0 slot. Put the Open icon into slot 1, the Rough icon into slot 2 and the Mountain icon into slot 3.

Hit <ESC> twice to return to Design Menu 23. Select the <GOTO MAP> line.

You should be seeing the game map in "Full Map" graphics. It needs a fair bit of tidying up. The best way to begin is to look closely at the original Pusan Perimeter scenario. Many (if not all) of the "Full Map" hexes you need to make the Invasion Greece map into a work of art will already be in Pusan's "Full Map" hex library. Use the <FORWARD> line to look at what's available.

Painting up the map will take some time, especially if you're new to it. Before you start you should save what you've done so far.

Painting Unit Icons. Painting up unit icons is much easier than terrain icons. Select the <MAKE UNIT> line from Design Menu 23. The <FORWARD> line will take you through all of the icons in the game. Each numbered icon appears below the menu window together with a one line description of its role in the game. Many of these icons will not need to be changed. A suggested icon for each formation in the game can be found in Fig. 1.

Step 4 concludes when you are satisfied with the map and units you have painted. If you decide that you like painting up scenarios, go back through old issues of *Run* 5 and see what you can do with those scenarios. Send me a copy of your work. Every map that I don't have to paint will make it that much cheaper (and quicker) for everyone when we finally get around to publishing those early scenarios.

Step 5. Write Protect the Scenario (Optional)

When you are completely satisfied with your handiwork, you must decide whether you wish to write protect it. This will prevent you from future editing, although you can always make a save game copy and edit that if you so choose. Have the computer play through a few games to see how it looks. Play it yourself. Any omissions will quickly become apparent.

To write protect the scenario, you must first exit to DOS. Type dir to get a listing of the files on the floppy disk or in the current directory of your hard disk. If Invasion Greece is the only scenario you have saved on this floppy or directory, then it will be identified as two files. These are BF_001.BTG and BF_001.LBM. If there is more than one saved game on the floppy or in the directory, then note the catalog position of the Invasion Greece scenario. It will be a number from 1 to 50. For example, if you have saved the Invasion Greece scenario in slot 4 of the catalog (see Menu C), then the two files will be named BF_004.BTG and BF_004.LBM.

If you have had no previous experience with renaming files in DOS, you may prefer to ask a friend to do it for you or make a back up before proceeding further. Making a backup is easy; just format another disk and save the scenario onto that.

To write protect, both files must be renamed. In this example, I've assumed the Invasion Greece scenario is in the 1 slot of the catalog.

Type **rename bf_001.btg greece.bts** then hit <ENTER>

Type **rename bf_001.lbm greece.lbm** then hit <ENTER>

The Invasion Greece scenario is now a fixed scenario in the same way as the scenarios which come with each game. It is no longer a saved game.

Run the program again. Select <GAME> from Menu A. Note that you must select <SCENARIO> from Menu B to find the Invasion Greece. It can no longer be found from the <DISK> line of Menu B.

And that concludes Step 5 and this article.

Decisive Battles scenarios should be treated in much the same way. Only the file names are different. For example, the Pea Ridge scenario in this issue would have the file names DF_001.DXG and DF_001.LBM. When write protected, the file names should be PEA.DFX and PEA.LBM.

I hope this explanation, long-winded as it is, can answer your questions. Please let me know if anything is still unclear. That way I can make the necessary amendments in future issues of the magazines. ◆

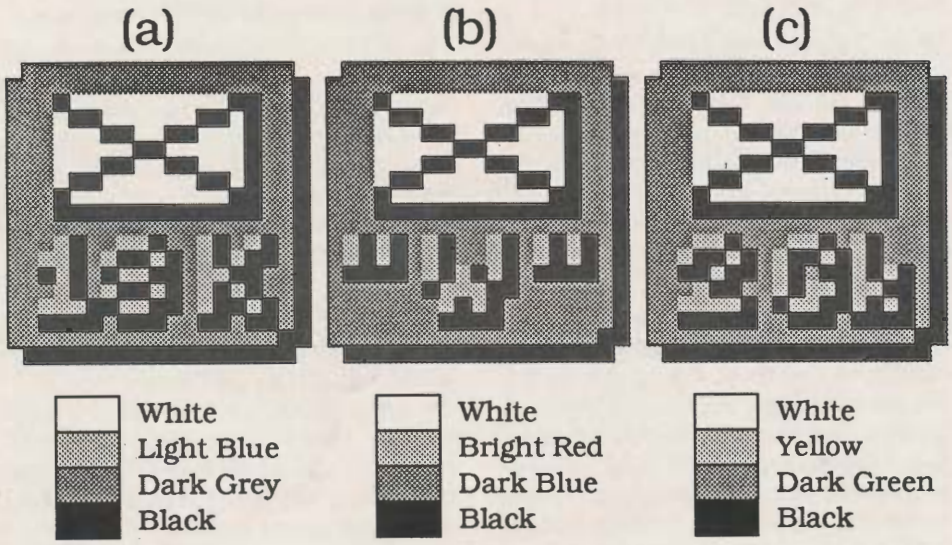


Fig. 1. *Suggested Colour Schemes for (a) German, (b) Commonwealth and (c) Greek Units*

PEA RIDGE

Crisis in the West

March 7th - 8th, 1862

A Scenario for the *Decisive Battles System*

by Ian Trout

In January 1862, Confederate President Jefferson Davis appointed the flamboyant Earl Van Dorn to the command of "Trans-Mississippi Department Number 2", a huge area covering all of Missouri and Arkansas, the Indian Territory, and the upper part of Louisiana. Van Dorn's plan was simple - he would march north along the line of the Mississippi, whipping any Yankee armies foolish enough to stand in his way and capture St Louis.

He arrived at Pocahontas on March 3rd and was greeted by a 40 gun salute from his 17,000-man army. Orders to advance were issued that night.

A dozen or so miles to the north, Union General Samuel R. Curtis was writing a letter to his wife. Curtis was an engineer and a highly methodical man, so, when he heard the distant cannonade, he interrupted his letter-writing to count the number of shots. Forty shots is the salute for a Major-General and Curtis deduced that the arrival of such an officer might well mean an offensive was on the way. He immediately sent out orders for his somewhat scattered force to fall back and consolidate at Sugar Creek.

The position was a strong one, dug in behind the boggy stream with the rear protected by the tall Pea Ridge. About two regiments had been lost in the harried retreat and Curtis' army was down to about 10,500 men when they were all together on the evening of March 6th, watching the growing number of camp-fires of Van Dorn's arriving army.

When the Union army awoke on the morning of March 7th, it saw a strange sight. The Confederate army had apparently disappeared.

Van Dorn had looked at Curtis' field works and decided against a frontal assault. Although his men were weary after three days of marching, and short

A NOTE FOR IBM USERS

There are two Pea Ridge files on the disk. One is for use with the Decisive Battles Vol II Master Disk and the other is for use with the Decisive Battles Vol I or III Master Disks. Your Master Disk (whichever one you use) will select the correct file.

The major difference between the Master Disks is the graphics. The Vol I/III Master Disks use 16-colour unit icons and smooth unit animation. IBM disk subscribers will receive a free Vol II upgrade with the Issue 15 subscription disk. Other IBM users may purchase a Vol II upgrade for $10 (plus $2.50 post and handling) at any time after the publication of Issue 15.

IBM users who intend to create the scenarios from the data provided in the magazine should read the notes of explanation provided at the end of the "Creating the Scenario" section as well as the separate article on the use of "Full Map" graphics found elsewhere in this issue.

IBM users with EGA or VGA cards should also read the notes on .LBM files.

Union Forces

The Union Army

Brig-Gen. S. R. Curtis

Attached to Army HQ

Weston's Rgt (Wes; 500 inf, no guns), Conrad's Bde (Con; 900 inf, 6 guns), Bussey's Bde (Bus; 700 cav, 4 guns), Bowen's Bde (Bow; 500 cav, 6 guns)

Sigel's Division

Asboth's Rgt (Asb; 500 inf, 4 guns), Osterhaus' Bde (Ost; 1,500 inf, 8 guns), Colcr's Bde (Col; 1,700 inf, 6 guns)

Carr's Division

Dodge's Bde (Dod; 1,400 inf, 4 guns), Vandever's Bde (Van; 600 inf, 8 guns)

Davis' Division

Pattison's Bde (Pat; 800 inf, 6 guns), White's Bde (Whi; 900 inf, 6 guns)

Confederate Forces

Army of the Trans-Mississippi

Maj-Gen. Earl Van Dorn

Price's Division

Little's Bde (Lit; 1,600 inf, 10 guns), Slack's Bde (Sla; 700 inf, 8 guns), Clark's Bde (Cla; 1,500 inf, 10 guns), Saunders' Bde (Sau; 1,500 inf, 10 guns), Green's Bde (Gre; 1,300 inf, 6 guns)

McCulloch's Division

Hebert's Bde (Heb; 1,700 inf, 4 guns), McNair's Bde (McN; 1,700 inf, 4 guns), Pike's Bde (Pik; 900 mtd inf, no guns)

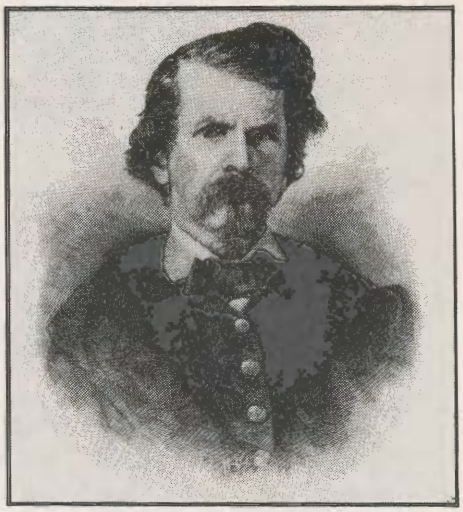
McIntosh's Division

Churchill's Bde (Chu; 1,600 inf, 4 guns), Greer's Bde (Grr; 1,500 inf, 4 guns), Stone's Bde (Sto; 1,600 inf, 4 guns)

on rations, he conceived an ambitious plan for a double-envelopment, using Pea Ridge as a screen for his movement. Van Dorn would march with Price and 7,000 men right around Pea Ridge and attack down the Wire Road at dawn into Curtis' left rear flank. As Curtis reacted against this threat and turned his army, McCulloch, who had marched to the near end of Pea Ridge, would smash into his flank, trapping the entire force.

Things did not quite go according to plan. The force marching around Pea Ridge was delayed by obstacles along the march and did not manage to attack until 10.30 am. By this time, Curtis had learned of the movements from his scouts and had prepared a defence. Carr was sent up the Wire Road through Elkhorn Tavern to hold Price and Van Dorn, while Osterhaus and the unfortunately named Jefferson Davis were sent to the left flank to hold McCulloch and Pike. A single brigade, under Asboth, was held back in reserve.

Brigadier General Samuel Curtis



Major General Earl Van Dorn

Despite the loss of surprise the attack went well at first. Carr had set up a reasonable defence in depth, considering the short time at his disposal, but his first line was soon pushed back. His second line repulsed two piecemeal attacks but was pushed back again by a third as the Confederates moved through Elkhorn Tavern.

On the left flank, Osterhaus' men were unnerved by a savage attack from Pike's Indian troops and they broke and ran. The Indian troops were ecstatic but refused to enter into any more conflicts, feeling that they had done their bit.

This was unfortunate as McCulloch needed support. Davis was putting up a stubborn defence, refusing to be pushed back. McCulloch decided his personal intervention was required and led an attack against an Illinois regiment. It was a gallant move, but unfortunately he was shot dead in the first assault. His men, who had sworn to storm the gates of hell at his command, showed themselves less willing to do the same for his successor, who was in any case killed within the hour. The third commander was captured attempting mistakenly to rally a group of Union troops.

Nothing more was achieved on this flank and Pike, who had been trying all this while to rally his Indian troops, took command and marched what remaining troops he could find around Pea Ridge to join Van Dorn and Price.

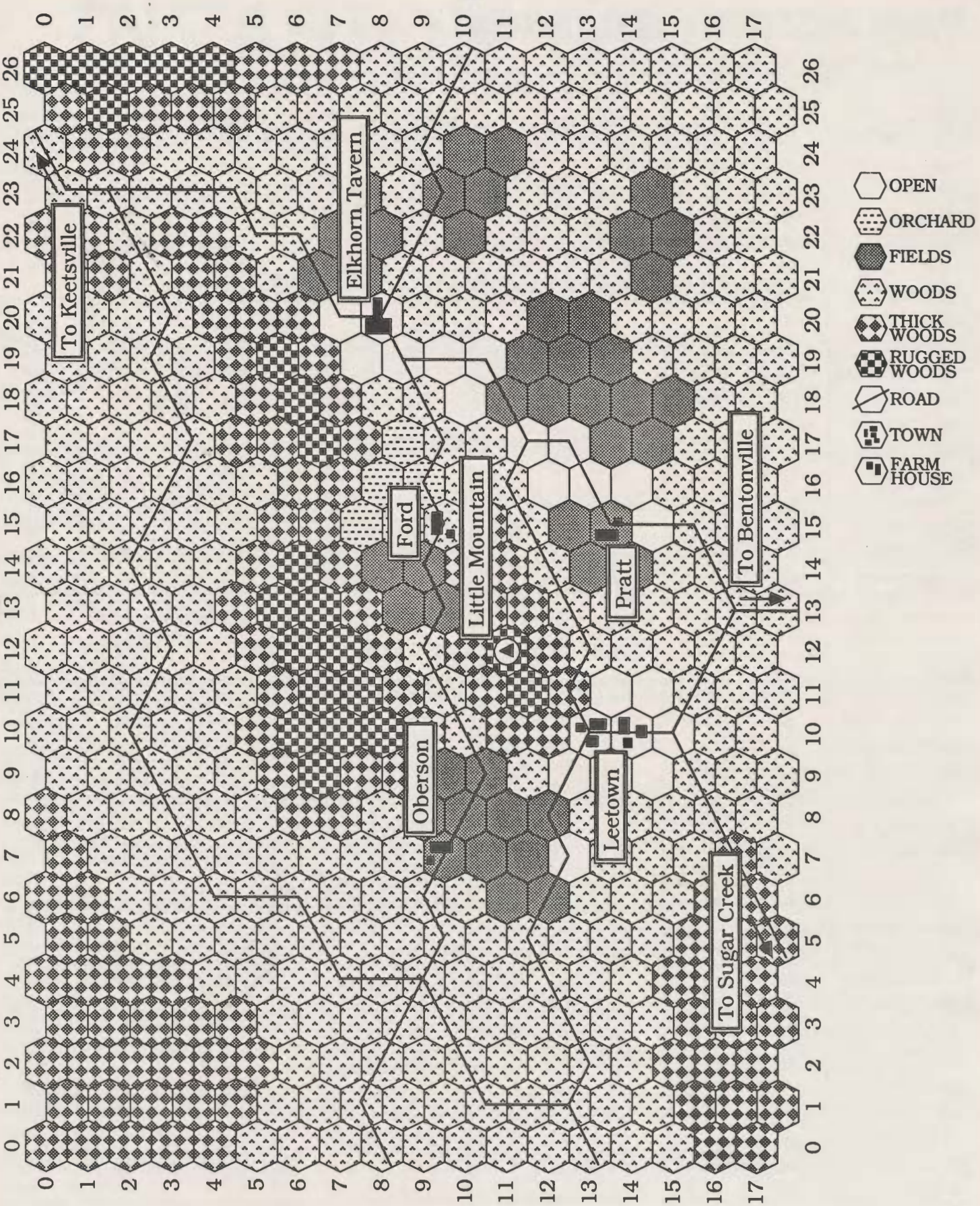
Carr was having a desperate time and continually sent messages back to Curtis for help. Curtis, however, sent nothing but messages in return while he was still unsure of his left flank. Carr's men hung on grimly.

Van Dorn had his problems too. His men were exhausted after their night march and had very little food. Adrenalin had carried them through the first assaults but their attacks became progressively less enthusiastic throughout the day. He was also very low on ammunition because by putting himself across Curtis' supply lines, he had also put Curtis across his. To his frustration, he could not put enough into the assault to dislodge Carr's few stubborn defenders. At sunset, when Carr's reinforcements finally arrived, the fighting was virtually over for the day.

Curtis' commanders were all in favour of a withdrawal during the night but Curtis himself was convinced that Van Dorn had shot his bolt and determined

Continued on p. 46

PEA RIDGE - Map



PEA RIDGE - Brigades

UNIT NUMBER	1-127	1	2	3	4	5	6	7	8
UNIT I.D. (Full)	[9]	Little	Slack	Clark	Saunders	Green	Pike	Hebert	McNair
UNIT I.D. (Abbr)	[3]	Lit	Sla	Cla	Sau	Gre	Pik	Heb	McN
MAP LOCATION	(x,y)	23,1	23,1	23,1	23,1	23,1	0,8	0,8	0,8
CORPS	0-15	0	0	0	0	0	0	0	0
DIVISION	0-39	1	1	1	1	1	2	2	2
ARRIVAL	0-95	0	2	2	3	3	3	3	4
TYPE	0-3	0	0	0	0	0	1	0	0
OBJECTIVE	0-23	8	8	8	8	8	2	2	2
SMALL ARMS	0-31	2	2	2	2	2	2	2	2
ARTILLERY	0-31	13	15	15	13	15	0	14	13
TROOP STREN.	0-31	16	7	15	15	13	9	17	17
MOVEMENT	0-15	6	6	6	6	6	8	6	6
BATTERY STR.	0-15	5	4	5	5	3	0	2	2
SHATTERED	0-1	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	4	3	4	2	3	5	3
COHESION	0-7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	4	4	3	4	3	1	4	4
REGIMENTS	0-7	4	4	3	4	2	3	3	3
LIKELIHOOD	0-7	7	7	7	7	1	7	7	7

UNIT NUMBER	1-127	9	10	11	48	49	50	51	52
UNIT I.D. (Full)	[9]	Churchill	Greer	Stone	Asboth	Osterhaus	Coler	Dodge	Vandever
UNIT I.D. (Abbr)	[3]	Chu	Grr	Sto	Asb	Ost	Col	Dod	Van
MAP LOCATION	(x,y)	0,8	0,8	0,8	5,17	5,17	5,17	13,17	13,17
CORPS	0-15	0	0	0	0	0	0	0	0
DIVISION	0-39	3	3	3	20	20	20	21	21
ARRIVAL	0-95	2	2	2	6	3	7	2	2
TYPE	0-3	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	2	2	2	3	3	3	8	8
SMALL ARMS	0-31	2	2	2	1	1	1	1	1
ARTILLERY	0-31	17	14	15	17	17	14	16	15
TROOP STREN.	0-31	16	15	16	5	15	17	14	6
MOVEMENT	0-15	6	6	6	6	6	6	6	4
BATTERY STR.	0-15	2	2	2	2	4	3	2	0
SHATTERED	0-1	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	3	3	4	4	3	5	3
COHESION	0-7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	6	6	3	4	4	6	5
REGIMENTS	0-7	2	3	3	1	3	3	3	2
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7

PEA RIDGE - Brigades (Cont.)

UNIT NUMBER	1-127	53	54	55	56	57	58		
UNIT I.D. (Full)	[9]	Pattison	White	Weston	Conrad	Bussey	Bowen		
UNIT I.D. (Abbr)	[3]	Pat	Whi	Wes	Con	Bus	Bow		
MAP LOCATION	(x,y)	5,17	5,17	20,8	5,17	5,17	13,17		
CORPS	0-15	0	0	0	0	0	0		
DIVISION	0-39	22	22	0	0	0	0		
ARRIVAL	0-95	5	5	0	7	2	3		
TYPE	0-3	0	0	0	0	2	2		
OBJECTIVE	0-23	2	2	8	8	2	8		
SMALL ARMS	0-31	1	1	1	1	3	3		
ARTILLERY	0-31	17	17	0	17	17	14		
TROOP STREN.	0-31	8	9	5	9	7	5		
MOVEMENT	0-15	6	6	6	6	9	9		
BATTERY STR.	0-15	3	3	0	3	2	3		
SHATTERED	0-1	0	0	0	0	0	0		
LEADERSHIP	0-7	4	4	3	2	3	6		
COHESION	0-7	7	7	7	7	7	7		
EXPERIENCE	0-7	4	5	5	4	3	4		
REGIMENTS	0-7	2	2	1	2	3	2		
LIKELIHOOD	0-7	7	7	7	1	7	7		

PEA RIDGE - Divisions

DIV. NUMBER	1-39	1	2	3	20	21	22		
DIVISION I.D.	[9]	Price	McCulloch	McIntosh	Sigel	Carr	Davis		
CORPS	0-15	0	0	0	0	0	0		
TYPE	0-1	0	0	0	0	0	0		
ORDERS	0-2	0	0	0	2	1	1		
OBJECTIVE #1	0-23	8	2	3	3	8	2		
OBJECTIVE #2	0-23	7	3	5	0	7	3		
LEADERSHIP	0-7	5	4	5	4	5	4		
STAFF	0-7	3	3	3	4	4	4		

PEA RIDGE - Terrain Effects Chart

TERRAIN #	0-31	2	3	4	5	6	7	8	9
TERRAIN NAME	[11]	Orchard	Open	Thick Woods	Woods	Rugged Wood	Buildings	Town	Fields
SIGHTING VAL.	0-7	3	2	8	6	12	3	2	2
MOVEMENT	0-7	2	1	4	3	6	2	2	2
COVER VALUE	0-7	2	1	4	3	5	2	3	2
FORT VAL. (N)	0-7	0	0	0	0	0	0	0	0
FORT VAL. (S)	0-7	0	0	0	0	0	0	0	0

PEA RIDGE - Objectives

OBJ. NUMBER	1-23	1	2	3	4	5	6	7	8	9
OBJ. NAME	[11]	To Sugar Ck	Oberson	Leetown	Little Mtn	To Bentonv.	Ford	Pratt	Elkhorn Tav	To Keetsv.
MAP LOCATION	(x,y)	5,17	7,9	10,14	12,11	13,17	15,9	15,13	20,8	24,0
START (N)	1-95	1	1	1	1	1	1	1	1	1
STOP (N)	1-95	18	18	18	18	18	18	18	18	18
VPs/TURN (N)	0-255	0	1	1	1	0	1	1	1	10
VPs AT END (N)	0-255	5	5	5	5	5	5	5	5	50
MANEUVER (N)	0-15	0	0	0	0	0	0	0	0	0
START (S)	1-95	1	1	1	1	1	1	1	1	1
STOP (S)	1-95	18	18	18	18	18	18	18	18	18
VPs/TURN (S)	0-255	10	2	2	2	10	2	2	2	0
VPs AT END (S)	0-255	50	5	10	5	50	10	10	5	5
MANEUVER (S)	0-15	0	6	0	0	0	0	0	0	0

PEA RIDGE - Artillery

ARTILLERY #	1-31	13	14	15	16	17
ARTILLERY I.D.	[11]	6pd S'bore	Napoleon	12pd How	6pd Rifle	3" Rifle
RANGE	0-5	2	3	2	3	4
RATE OF FIRE	0-7	4	4	4	3	3
EFFECTNESS	0-7	2	5	3	3	4
PENETRATION	0-7	1	2	1	2	4

PEA RIDGE - Small Arms

SMALL ARMS #	1-31	1	2	3
SM. ARMS I.D.	[11]	Rifle Mus	Mxd Mus	Carbine
RANGE	0-1	1	1	1
FIRE VALUE	0-7	5	3	4
MELEE VALUE	0-7	6	6	6

Continued from p. 42

to hang on. He was right. Van Dorn was still there in the morning but it was more in hope than in expectation of winning any more fights. When Curtis took the offensive, the tired, hungry Confederates, desperately short of ammunition, decided to call it a day and fled precipitately. Some 1,300 men had fallen on both sides.

Van Dorn's report to Richmond stated "I was not defeated, but only foiled in my intentions". It was a fine distinction, which probably escaped most of his men. In any event, Missouri was lost to the Confederacy.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in the Decisive Battles manual. There is some additional information for IBM users at the end of this section. Be sure to read it, especially if you have an EGA/VGA card and want to take advantage of our "full map" graphics.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store any of the historical scenarios in any unused save-game location. This procedure prepares the template on which we will build the *Pea Ridge* scenario.

The WarPlan™ menus are displayed on the back of the game menus card. Refer to this when necessary.

Title [5c]. There are three lines of text for the title:

Pea Ridge
Crisis in the West
March 7th-8th, 1862

Go back to Menu J and re-save the game in the same location.

Map Size [5a(i)]. The top left sector is 0. The bottom right sector is 5.

Define Terrain [5a(ii)]. The accompanying Terrain Effects Chart lists the details of the active terrain types for this scenario. Select (or paint) the icons of your choice to represent the eight terrain types.

Create Map [5a(iii)]. Select the <CLEAR> line from Menu J. Clear only the map. Do not clear the data. Use the accompanying map to build up the screen map. Do not forget to assign

control to each hex. Union forces control every hex on the map except for the Telegraph Rd (i.e. hexes (0,8) (1,7) (2,8) (3,8) (4,9) (4,8) (4,7) (5,6) (6,6) (6,5) (6,4) (7,3) (8,3) (9,2) (10,2) (11,2) (12,3) (13,2) (14,2) (15,2) (16,3) (17,3) (18,3) (19,2) (20,3) (21,2) (22,2) (23,1) (23,0) (24,0).

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Limits [5b(i)]. Before you can set the force limits, you must go through all the Union units in the data base and clear them. The force limits are as follows; corps (8), divisions (20), brigades (48). This is more than we will use but it allows room for additional units if we want to enlarge the scenario. Apple II and C64 users only must set the artillery weapon limit to 13.

Weapons [5b(ii)]. Consult the Weapons Tables and enter the data as shown.

Forces[5b(iii)]. Edit the North Army HQ as follows. (Curtis) (blank) (Union Army) (blank) (13,17) (2) (8) [Elkhorn Tav] (9) [To Keetsv.] (3) [Leetown] (8) [Elkhorn Tav] (12) (4) (1) (5).

Edit the South Army HQ as follows. (Van Dorn) (blank) (Army of the) (Trans-Miss.) (23,1) (2) (8) [Elkhorn Tav] (7) [Pratt] (8) [Elkhorn Tav] (3) [Leetown] (12) (3) (2) (4).

The objectives assigned to the Army HQs will not appear on the screen until after the objective data base has been entered.

There are no corps size formations in the game.

The North has 3 divisions. The South has 3 divisions. Consult the Divisions Table and enter the data as shown.

The North has 11 brigades. The South has 11 brigades. Consult the Brigades Tables and enter the data as shown. Note that one brigade on each side has a likelihood value of 1. These were the opposing forces facing each other on the Little Sugar River some 5 miles WSW of Leetown. Either or both have a remote chance of reaching the battlefield.

Objectives [5b(iv)]. There are 9 objectives. Consult the Objectives Table and enter the data as shown.

Scenario Setup [5d(i)]. Enter the following data. Date (7), Month (3), Year (62), Century (18), North Maximum Hex Movement is (4,5,7,3,5), South Maximum Hex Movement is (4,5,7,3,5), neither side is encamped or entrenched (the latter introduced only in Volume II), and VP awards are 25 per leader and 3 per 100 men. IBM users should note the combat value for this scenario is 3 for north and south.

The Battle of Pea Ridge. *Union forces counter-attack on the second day. Elkhorn Tavern is in the background.*

Scenario Details [5d(ii)]. This is a 2 day scenario. Enter the following data for Day 1. The weather is Clear (0), the North is Defensive (0) and the South is Offensive (1), 9 am to 6 pm are daylight (3), move (1) turns and 7 pm is a dusk (2), move (1) turn. Enter the following data for Day 2. The weather is Clear (0), the North is Offensive (1) and the South is Offensive (1), 6 am is a dawn (1), move (1) turn, 7 am to 11 pm are daylight (3), move (1) turns and 12 noon is a daylight (3), END (2) turn.

Finally, save again and the scenario is ready to play.

NOTES FOR IBM USERS

IBM users with CGA, MCGA, Tandy or Hercules graphics can create the scenario using the advice given above. There is a minor change in the weapons data base. You do not have to set limits for weapons. There is space for 31 weapons of each type.

IBM users with EGA or VGA cards must first create the game map with the "full-map" graphics disabled. To do this, run the program as DB2 f (or DB3 f or DB1 f) which will by-pass the "full-map" graphics. Select a scenario as a template as explained above and save it in a save-game location. Build up the map in the usual way and save when finished. The rest of the data for the scenario may be entered with the "full-map" graphics either disabled or enabled. There is a full explanation of "Full Map" graphics elsewhere in this issue.

Re-boot the program (this time with the "full-map" graphics enabled) and use the "full-map" WarPaint™ tool to build up the map. In other words, the "full-map" graphics are only graphic images and do not affect the play of the game.

A NOTE ON .LBM FILES

The .lbm files contain the graphic images. DPaint2™ from Electronic Arts can be used to manipulate the file. Up to 250 hexes can be created but DPaint2™ must be used to change the size of the .lbm file. To do this, use the 'Page Size' function to alter the height of the file.

The Decisive Battles program reads the size of the .lbm file on loading and adjusts the WarPaint™ values automatically. If you don't want to worry about manipulating .lbm files, choose a scenario with a 250-hex .lbm file as the template to build the new scenario on.

When saving an .lbm file, a temporary file is created first. When the temporary file is successfully saved the original is deleted and the temporary file re-

named. This means there must be enough space on the current disk to hold the temporary file.

VARIANTS

1. Van Dorn's ambitious plan involved marching his entire army to the enemy rear in the middle of the night and launching his attack at dawn. It didn't work out that way; delay and confusion postponed the Confederate attack until mid-morning. Assume Van Dorn could have been in position sooner. Start the scenario 2 turns earlier. Do not change the arrival times for Confederate units. Add 2 to the arrival times of all Union units.

2. Curtis reacted slowly to Confederate movements on the morning of the 7th. Assume he had perceived the Confederate threat more clearly. Subtract 1 from the arrival times of all Confederate units.

PLAYER'S NOTES

Confederate. The Confederate player has the initiative on the first day and must push hard with all three divisions. Price's men must capture Elkhorn Tavern and then drive through to Pratt's farm. If they can reach the "To Bentonville" hex, it will be all over for the Federals. To the west, McCulloch and Macintosh should aim for Leetown and then the "To Sugar Creek" hex.

You outnumber the Federals by 50% but are hampered by some less than brilliant commanders and organization. And by and large, you weapons are inferior to your opponents.

Union. The first hours of this battle are critical. Somehow you must form up a line to protect both Leetown and Pratt's farm. There is little chance that you can hold onto Elkhorn Tavern, although if events work out you may be able to recapture it on the second day.

Your small arms and especially your artillery are superior to the Rebels. Only stationary brigades can employ their artillery so it is vital for your troops to be properly deployed before they engage the enemy. Avoid assaults on the first day. ◆

GETTING OUT FROM DOWN UNDER

This column is devoted to the efforts of other Australian companies trying to make it in the big bad world outside Australia. We know just how hard that can be, and we want to offer whatever help we can. We would suggest that you check out the offerings mentioned in this column for two reasons.

1. They are world class products. We're not going to mention them if they aren't. In any case, any product that makes it from Australia to a world market usually has to be better than average, just to get that far.

2. Even though it is as good as we say it is, chances are that you may not have even heard of the product. If you know it exists, you can make up your own minds.

Panther Games

Panther Games is definitely Australia's number two computer games company, and they say they're trying harder. Panther Games is the creation of the unreserved and outgoing Dave O'Connor, a successful board-game designer before he crossed over into computer games.

Fire Brigade is a divisional level simulation of the fighting for Kiev on the Russian Front in 1943. The game is menu driven with mouse support, and features excellent hi-res graphics. *Fire Brigade* was the winner of the Charles S. Roberts Award for Best 20th Century Computer Wargame and has been very favourably reviewed in a wide range of publications.

The game is available for IBM, Amiga, Atari ST, and Macintosh. You can contact Panther Games at the following addresses.

USA - PO Box 5662, Derwood, MD 20855 USA

Australia - PO Box 8, Hughes, ACT 2605 AUSTRALIA.

Breakout Magazine

Are you tired of having your ordinary gaming magazine change hands for the fifth time in a year? Breakout magazine, under the direction of the immensely (sic) stable Grant Garraway, has been doing a great job for years. Breakout covers both board-games and computer games, and provides a practical and lucid coverage of the world-wide gaming scene.

You can get in touch with the Breakout boys by writing for details to P.O. Box 158, Chadstone, VIC. 3148. AUSTRALIA

An Important Note for C64 Subscribers

C64 subscribers will notice an extra disk with their scenario disks this issue. It is the latest version of the Battlefront Game System as provided with *Panzer Battles*. The only difference is that there are no scenarios on it. We have done this so that anyone whose only Battlefront System disk is the original *Battlefront* or *Battles in Normandy* game can use the scenarios included with this issue. Unlike previous issues, we are no longer supplying both old and new versions of the Battlefront scenarios. In the long run, this is a cheaper and easier way around the problem.

If you already own *Panzer Battles*, then you've got a complimentary back-up. If you don't then we recommend you use this disk to run the scenarios. The use of defensive objectives and variable combat values in the Sedan scenario make a big difference to play.

Strategic Studies Group Presents...

GAINES MILL
STONES RIVER
GETTYSBURG
CHICKAMAUGA
CHATTANOOGA

Can you, standing in for Robert E. Lee, stall McClellan's Federals outside Richmond... ?
Or will you, as George Gordon Meade, stop the Army of Northern Virginia at Gettysburg and fatally turn the war against the Confederacy... ?

THE CIVIL WAR

WILDERNESS
SPOTSYLVANIA
COLD HARBOR
ATLANTA
FRANKLIN
NASHVILLE

Can you, commanding the veterans of Robert E. Lee's Army of Northern Virginia, stop Ulysses S. Grant's Army of the Potomac from capturing Richmond... ?
Or will you, as William T. Sherman, defeat Joe Johnston, destroy Atlanta and march to the sea... ?

The ***Decisive Battles Game System*** lets you step into the past and command the armies which fought out these great battles. The simple menu structure which drives the game is so easy to use that you'll be issuing orders like a veteran ten minutes after booting up the disk. You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WARPLAN™**, and our unique graphics editor, **WARPAINT™**.

WARPLAN™ lets you construct original battles of your own design as well as creating endless variations to the historical scenarios. **WARPAINT™** gives you complete graphic control over the icon and terrain symbols used in the game. Shapes and colors can be changed at will to produce your own special effects.

Available now for the Apple II Family and C64/128 computers. Available early 1989 for IBM, Amiga, IIgs, and Macintosh.

The Korean War

'Across the 38th'
Taejon
Naktong Bulge
Unsan
Chongchon
Chosin Reservoir
Chipyong
Imjin

The ***Battlefront Game System*** mechanics are so simple to use, you will be issuing orders like a veteran within ten minutes of assuming command.

You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WarPlan™**, and our unique graphics editor, **WarPaint™**.

Available now for the Apple II Family and C64/128 computers. Available early 1989 for IBM, Amiga, IIgs, and Macintosh.

Conquer Your Galaxy

Reach for the Stars *is our all-time classic game of space exploration and conquest. The third edition contains two great games in one; the original* ***Reach for the Stars*** *and an entirely new scenario, with lots of options for advanced play. It's a four-cornered contest for domination of the galaxy and there's only one winner. The computer plays all places not taken by humans and it never gives anyone an even break.*

To win a game of ***Reach for the Stars*** you must have explored the galaxy and colonized the choicest portions. You will have expanded your industry, engaged in R&D, and produced a huge navy. This will have been employed in settling disputes with your neighbours. As always, the biggest navy gets to adjust the border.

Whatever your qualifications as a space tyrant, ***Reach for the Stars*** is guaranteed to be totally addictive. . .

Available now for IBM, Amiga, Macintosh, IIgs, the Apple II Family and the C64/128.

How to Purchase. In North America, visit your retailer or call Electronic Arts 800-245-4525 (in CA call 800-562-1112) for VISA or Mastercard orders or write to Electronic Arts, P.O. Box 7530 San Mateo, CA. 94403. In Australia, write to SSG, P.O. Box 261 Drummoyne, 2047.

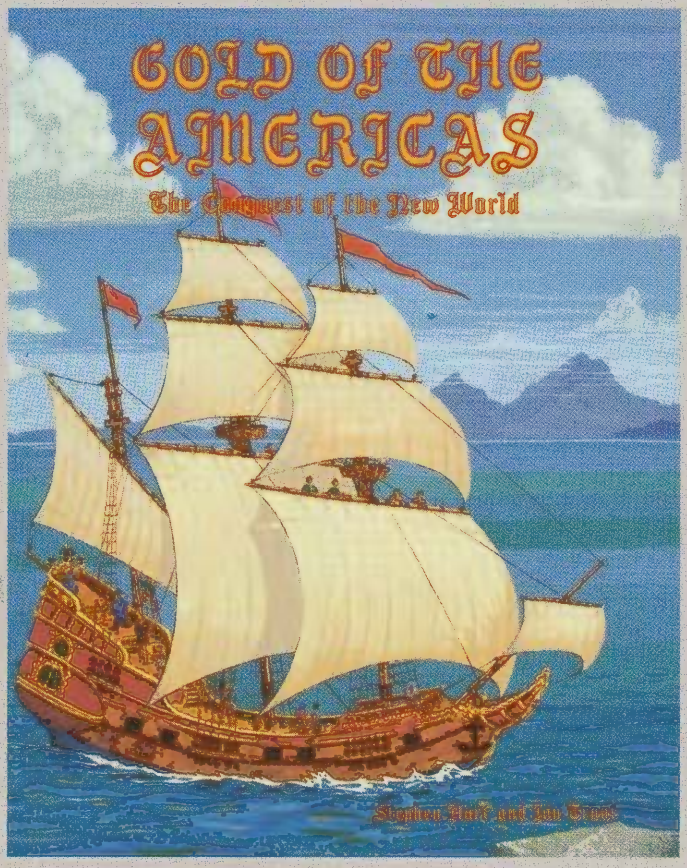
Strategic Studies Group

invites **YOU** to step into the past and make **YOUR** contribution to the exploration, colonization and exploitation of the

NEW WORLD

No Experience Necessary

(although a taste for larceny and skullduggery won't hurt your chances)



Gold of the Americas gives up to 4 players the opportunity to embark upon a lively and entertaining journey through history. You play the role of one of four powerful European nations (Spain, Portugal, France or England), guiding your country's endeavours in the New World for the three-hundred year period from 1500 to 1800.

In each ten-year turn, you have the opportunity to

- raise and deploy armies, procure colonists and slaves, equip trading vessels, galleons and privateers and outfit expeditions to explore unknown territory
- pillage the mighty Aztec and Inca Empires
- mine gold and mineral resources
- encourage your colonies to prosper by investing in development
- discourage your colonies from becoming independent by placating them as soon as they get restless (I mean... who needs a United States of America?)
- raid the possessions of your rivals and, when the opportunity arises, invade and add them to your Empire
- learn to live with the rapacious demands of greedy monarchs (siphoning off as much loot as you can for your personal use isn't really tax evasion... it's more like providing for a rainy day)

so that by 1800, if you have gained greater glory for your King and Country than any of your opponents, you can be sure you will get your just reward. And don't worry... your computer will gladly take any positions not occupied by humans. Just don't pick on veteran computer opponents for an appetizer.

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Soon for Macintosh and Apple IIGS.

Screen shots taken from the IBM version

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